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Large mobile weapon

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Front Mission 2089 Border of Madness

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RONT MISSION 2089	Front Mission 2089 Border of Madness	NTR-YFLJ-JPN	May 29, 2008	4,800 yen (excluding tax)	Nintendo DS Nintendo DSi	Dramatic Simulation RPG	CERO Category A: All ages	Square Enix

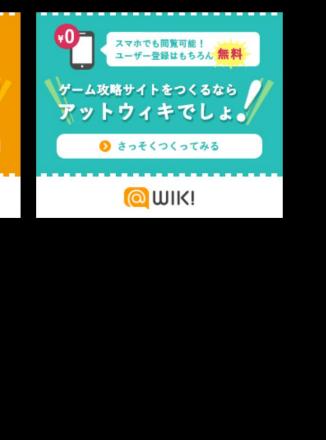
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② さっそくつくってみる

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Game Catalog@Wiki _From crappy games to masterpieces~	Game summary wiki
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Summary of "Let's conquer SFC games"	A live commentary VIP project to stream and complete all 1,442 SFC games Summary page for "Let's conquer SFC games"
Summary of "Let's conquer GB games"	A video with the aim of "streaming and clearing all GB games" on 2ch Anything Live V. Thread summary site
Game Description (provisional)	Please refer to the "instruction manual" for the Famicom/Disk System/Super Famicom game. Create a website Contains basic information such as operation methods, magic list, character introductions, etc.

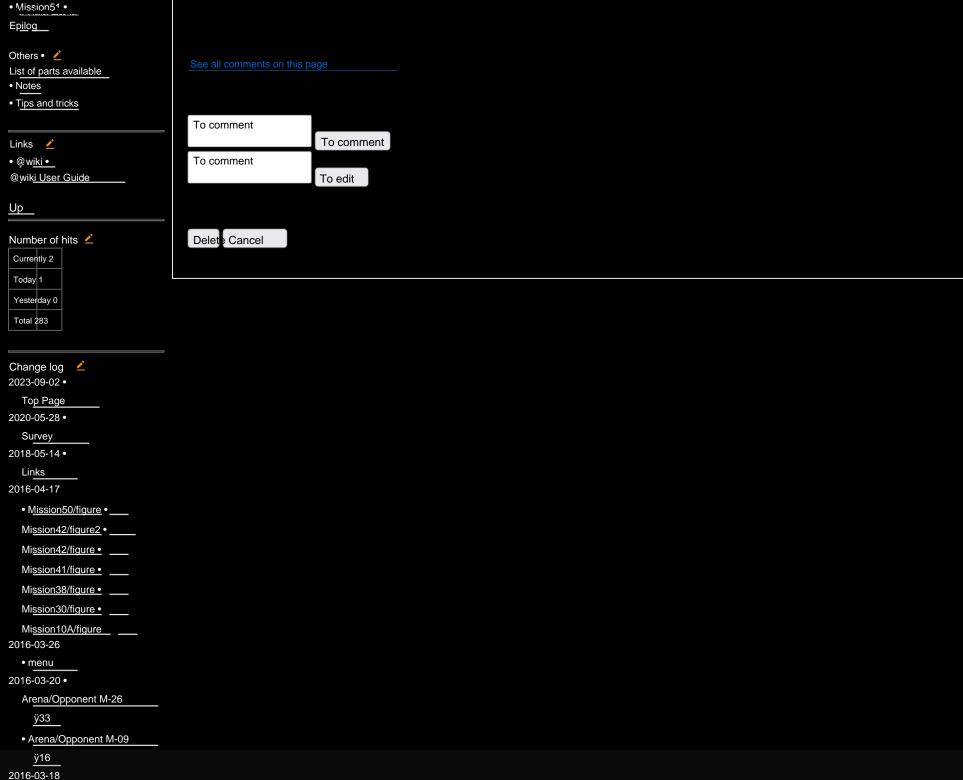
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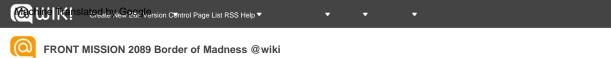
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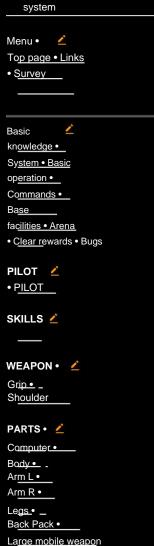
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   Funding
   • unit • Pilot
   | Level | Experience | Skills • WAP (Wanzer) |
   Weapons | Parts | Other | Items • Status Abnormalities • Resupply,
   repair,
   restoration | Supply vehicle | Rif (backpack) • Attack Order •
   Item use
   (enemy)
  Funds 4
   • There are several ways to obtain funds:
         ÿ Rewards for clearing a mission (operation reward) and rewards based on the number of enemy aircraft shot down (enemy
         destruction bonus). ÿ Selling parts obtained during missions, etc.
              ÿ Items obtained by shooting down enemies cannot be obtained if they are shot down by an NPC, so be careful. ÿ The
              selling price is 25% of the price. ÿ
         Reward for winning in the arena.
   • If your plane is shot down during a mission, repair costs will be incurred.
         ÿ NPCs may be charged for repairs if shot down.
Up
  unit
   • A unit is composed of a "pilot" and a "WAP (Wanzer)." • The strength of a
   unit is determined by the "pilot's status" and the "WAP's status."
Up
  pilot
                   1
   · A pilot has six parameters as status.
   Parameters
```

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Parameters	Commentary	Maximum value	remarks	
_evel	Determined by the sum of four cumulative experience points (see Level)	50		
ight - Accumulated e	nt - Accumulated experience points for fighting attacks rt: Accumulated experience points for short-range attacks			
Short: Accumulated ex			About State +1 for every 256 accumulated EXF	
ong: Accumulated exp	perience points for long-distance attacks	9999	Initial value: 9 Maximum value: 48	
gility (Evasion) Accumula	ted experience points for defense	9999	maximum value: 48	
SKILLS	Skills set for each type of attack (see Skills) -			

level 👱

- You will level up when the total accumulated experience points for Fight, Short, Long, and Agility reach a certain value.
- When you level up, the bonus values set for each pilot are added to their accumulated experience points for Fight, Short, Long and Agility. ÿ See here for the bonus values added.
- When the accumulated experience points for Fight, Short, and Long reach a certain value, you can acquire the skill.

Level tot	al experience points	s Level tota	l experience points Level tota	l experience points	Level tota	experience points	Level total	experience points
1	-	11	2800 21	6600 3	1	13400 4	-1	23600
2	200 1	2	3100 22	7200 3	2	14200 4	2	24800
3	400 1	3	3400 23	7800 3	3	15000 4	3	26000
Four	700 1	14	3700 24	8400 3	4	16000 4	4	27400
Five	1000 1	15	4000 25	9000 3	35	17000 4	5	28800
6	1300 1	16	4400 26	9600 3	6	18000 4	-6	30200
7	1600 1	17	4800 27	10200 3	7	19000 4	7	31900
8	1900 1	18	5200 28	11000 3	38	20000 4	.8	33600
9	2200 1	9	5600 29	11800 3	39	21200 4	9	35500
Ten	2500 2	20	6000 30	12600 4	0	22400 5	0	37500

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Up

```
Experience <u></u>
Points • Fight, Short, and Long experience points increase with each attack. ÿ The amount of
      experience points gained increases or decreases depending on the
      amount of damage dealt. ÿ Destroying parts adds a bonus, increasing the amount of experience
      points gained. ÿ A small amount of experience points can be gained
      even if an attack misses. ÿ Accumulated experience points increase attack power and accuracy.
            ÿ Attack power and hit rate are calculated based on accumulated experience points at the start of the mission, so experience points earned during that mission will be valid from the next mission.
      ÿ When you have accumulated a certain amount of experience, you can acquire skills by leveling up.

    Agility experience points increase when you are attacked by an enemy unit (when an enemy unit counterattacks after you attack, or when you take defensive action against an enemy unit's attack)

      ÿ The amount of experience points you can earn is fixed regardless of the amount of damage you receive. ÿ The
      amount of experience points you can earn depends on your Total accumulated experience points at the start of the mission, and the higher your accumulated experience points are at the start of the mission, the more experience points you
      can earn. ÿ As your accumulated experience points increase, the damage you receive when taking defensive action decreases. (Damage received decreases by 1 for every 100 accumulated experience points)
            ÿ Damage reduction is calculated based on accumulated experience points at the start of the mission, so experience points gained during that mission will be effective from the next mission onwards.
                  ÿ If your cumulative experience points start at 1000 and you gain an additional 1000 experience points during the mission, bringing your total to 2000, the damage reduction will still be calculated as 1000.
skill

    There are 8 skills in total, and all but one have a level. (See Skills for details)
    When the accumulated

experience points reach a certain value, the skill can be selected and acquired at the next level up.
      ÿ In the case of Storm, when the accumulated experience points of Short reach 1000, the pilot can choose to acquire one of Duel, Switch, or Speed at the next level up. ÿ The
      accumulated experience points required and the skills that can be acquired are different for each pilot.
            ÿ See here for the skills you can acquire and the maximum number of skills.
· Once you have acquired a skill, it cannot be changed, and once you reach the maximum number of skills, you will not be able to
acquire any more skills. • If you pass up acquiring a skill when leveling up, you can choose it again the next time you level up.
```

WAP (Wanzer) • WAP status is

determined by setting up weapons and parts, and setting elemental defenses.

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Weapons and parts each have their own status.
 If the balance between
 power and weight (W/P) exceeds 100, the weight will be exceeded and setup will be impossible.

set up			status	remarks	
	Grip Hand W	eapon	Number of attacks x attack power, hit value, range, weight, number of bullets, attribute	There are three: one for fighting, one for close range, and one for	
weapon	Shoulder		Number of attacks A attack power, filt value, range, weight, humber of bullets, attribute	long range. There is also a defensive shield on the shoulder.	
	Body	Torso	Defense value, HP, output, weight		
	Arm L Left ar	m	Defense value, HP, hit value, weight, built-in weapon	When HP reaches 0, it is destroyed.	
parts	Arm R Right	arm			
parto	Legs	leg	Defense value, HP, power, movement, weight		
	Computer CC	M Combat,	close-range, long-range hit rate, evasion rate	Cannot be destroyed in battle	
	Back Pack B	ack Item, ran	ge, power, weight	ournor bo douroy od mi battic	
Other At	tribute Defense	Flame Resi	stant / Impact Resistant / Pierce Resistant		



Weapons • Melee weapons are light, close-range weapons are light to medium-heavy, and long-range weapons are heavy. •

Depending on the arm, arm punches can have a higher attack power than melee weapons. • Shoulder

long-range weapons have a set number of bullets, so there is a limit to how many they can use. (Excluding some large mobile weapons) • Long-range weapons require a range of "1" per step. (The same goes for items)

ÿ If the range is "4", if there is one step, the range will be "3", and if there are two steps, the range will be "2".

• Weapons have attributes (heat/impact/pierce), and if this attribute is the same as the opponent's elemental defense, damage is reduced.

parts 👱

Body ÿ

If the body is destroyed, the unit is shot down and removed from the mission. ÿ In the case of the main character WAP, the game is over with some exceptions.

• Arm

ÿ The hit value of the arm affects the hit rate when attacking with the grip. ÿ If the

arm is destroyed, the unit will not be able to attack with the weapon set up on the arm or the built-in weapon of the arm.

ÿ If the left arm is destroyed, you will be unable to attack with the weapon in the left hand

or shoulder. ÿ If you have not set up a weapon, you will be unable to attack with the built-in

weapon. ÿ If both the left and right arms are destroyed but the legs are not destroyed, you can still attack by ramming (melee).

ÿ A ramming attack will also damage your ship's body, so depending on the remaining HP of the body, it may be shot

down. ÿ The damage you inflict on the enemy ship and the damage you receive will depend on the weight of the body, and generally the damage you receive will be greater.

Legs ÿ

Affects a unit's movement, and the type of leg determines the movement cost due to terrain effects and the height of the steps that can be traversed.

ÿ You can move up to two normal steps and one other step.

ÿ The cost of moving over steps is 1 per step.

ÿ To move over two steps normally, you need "2".

If a leg is destroyed, the unit's movement range will be halved (rounded down) and it will no longer be able to attack by ramming (if both arms are destroyed).

ÿ Calculating unit movement

ÿ Leg Movement + W/P Addition

W/P W/P additional value			
90 and above	0		
80ÿ89	1		
70ÿ79	2		
60ÿ69	3		
50ÿ59	Four		
49 or less	Flore		

• Computer

ÿ Affects WAP's hit rate and dodge rate for melee, close range, and long range attacks.

Backpack

Affects the number of items equipped, item launch distance, and engine power.

others 🚄

Attribute

ÿ Set aircraft attributes.

Elemental Defense	Commentary
Flame and heat re	sistant Armor that provides high defense against fire and explosions
Impact resistance	Armor that provides high defense against shotguns and melee weapons
Piercing resistance	: Armor that provides high defense against machine guns and rifles.

item

• The WAP can initially carry 4 items. • This can increase up to 8 items depending on the backpack you set up.

Up

Abnormal Status 💆

• Displayed in the Status column of MACHINE STATUS (unit status). • Status abnormalities are classified into four types.

Abnormal Status	Commency
Chaff	A status abnormality that occurs when the item "Chaff Grenade" is used on an ally. Increases the evasion rate against enemy long-range attacks by 75%. The effect disappears with a 50% chance each turn.
Smoke	A status abnormality that occurs when the item "Smoke Grenade" is used on an enemy. It reduces the accuracy of enemy melee attacks and close-range attacks by 50%. The effect disappears with a 50% chance each turn.
Flash Stun	A status abnormality that causes the item "Flash Grenade" to be used on the enemy (Flash) or the skill "Stun" to be activated on the enemy (Stun). If attacked while in this status abnormality, it cannot be avoided and the player will receive 100% damage. If it is removed during battle, "WAKE" will be displayed. However, if it is removed before a counterattack, the player will be able to counterattack. If it continues after the end of battle, the player will be unable to act (unable to move or defend when attacked). The number of turns it takes to be removed is random (maximum 3 turns).
Acid	A status abnormality that occurs when the item "Acid Bomb" is used on an enemy. The DF of all parts of the enemy unit becomes 0. The effect lasts until the mission is cleared.

Up

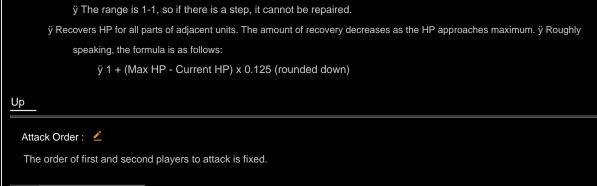
Resupply, repair, restoration



- Supply trucks have the following functions:
 - ÿ They can replenish ammunition for weapons with limited ammunition. ÿ They repair all destroyed parts of adjacent units to 1 HP. (Enemy units are also repaired in the same way.)
 - ÿ They restore HP to all parts of adjacent units. The amount restored decreases as they approach maximum HP. (Enemy units are also restored in the same way.) ÿ The calculation is roughly as follows:
 - ÿ 1 + (Max HP Current HP) x 0.125 (rounded down)

Riff (backpack)

- Riff has the following functions:
 - ÿ Can replenish ammunition for weapons with limited ammo.
 - ÿ Can restore HP to selected adjacent unit parts, up to half their maximum HP (rounded down).
 - ÿ Range is 1-1, so if there is a step, recovery is
 - impossible. ÿ Select a destroyed part of an adjacent unit and repair it for 1 HP.





^{*} In melee combat, even if you are the attacking player, you will be attacked first at close range, but if you activate First, you can attack first even if you are the defending player.

Up

When using an item, the arm's HP will be 1 on the battle screen, but after the battle screen ends, the arm's HP will return to 0.

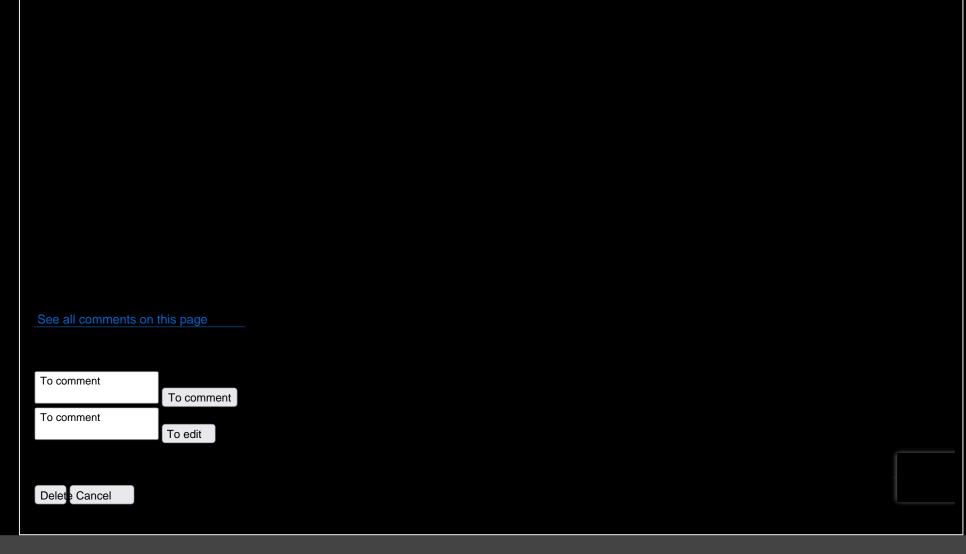
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both arms are destroyed.

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basic operation



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Large mobile weapon

ITEM • 💆

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intermission

button	Commentary
Cross key cu	rsor movement
[A]	Confirm Send conversation
[B]	Cancel Skip conversation (press and hold to fast forward conversation)
[X] Switch	to next pilot (WAP) during setup
[Y] Switch	to previous pilot (WAP) during setup
[L] Switch	to previous part (weapon/part/item) during setup
[R] Switch	to next part (weapon/part/item) during setup
[START] Who	en setting up, you can switch the sorting display of parts (weapons/parts/items).
"OF! FOT"	

Mission 🚄

button	Commistary			
D-pad cursor	movement (hold down [B] button for fast cursor movement)			
[A]	Confirm Send conversation Display command window when inactive unit is selected			
[B]	Cancel Dialogue forward (hold to fast forward) Display command window when inactive unit is selected			
[X]	Switch between status and WAP graphics on the PILOT STATUS screen			
rv1	When the operation method is "Manual", select an inactive unit, and display the command window while selected.			
[Y]	When the operation method is "Semi-Auto" the movement range is displayed or canceled at the same time as the unit is selected.			
0.1	When the operation method is "Manual", select an inactive unit, and display the command window while selected.			
[L]	When the operation method is "Semi-Auto", switch to the previous inactive unit			
ID1 When	the control method is 194 and 19 alone is not in ordinary in and display the common division with a selected			

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button		Connentary
	When the operation method is "Semi-	Auto*, switch to the next inactive unit
[START] Display	the system window	
	When the operation method is "Manua	al", select an inactive unit and display the command window while selected
ÿSELECTÿ	Operation method "Semi-auto"	When deselecting a unit with the [Y] button, the movement range is displayed at the same time as selecting the unit. When an inactive unit is selected, the command window is displayed.

others 🚄

button	Commentary
[A] Long press	Fast forwarding battle (when battle speed is "normal")
Press [L], [R], [START] and [SELECT] simultaneously to perform	a soft reset (return to the title screen).

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Command Window 👱

• Displayed when selecting a unit.

command	Commentary	remarks
Move	The unit moves within its movement range. The movement range varies depending on the type of terrain. After moving, you can select another command.	
attack	This command only appears when there is an enemy unit within range of the equipped weapon. You can choose to move or not. The action of the unit that executed this command ends there.	
Link Attack	This command will only be displayed if you have acquired the skill "Link Attack" and meet the conditions for link attack. You can choose whether to move or not. The actions of the unit that executed this command (first unit) and the unit that performed the link attack (second unit) will end there.	The second unit's action ends even if it does not attack.
item	This command is only displayed if the unit is carrying an item. You can choose whether to move or not. The action of the unit that executed this command will end there.	
repair	This command will only be displayed if there is a friendly unit adjacent to the unit equipped with the Refill. You can select a part of an adjacent unit to recover HP. You can select a destroyed part of an adjacent unit to repair it for 1 HP. You can select it with or without moving. The action of the unit that executed this command will end.	
Resupply	This command is only displayed when there is a supply vehicle or a unit equipped with a lift in the adjacent square before the movement. It can replenish ammunition for weapons with limited ammunition. The action of the unit that executed this command ends there.	
End Ends the u	nit's actions.	

System Windows

• Displayed when you press the start button.

command	Commentary	remarks
End of Phase: Your	army's actions end and you move on to the enemy phase.	
Config You can cha	nge the game settings.	
Game Interruption You of	an interrupt and save the game.	

The Config Window

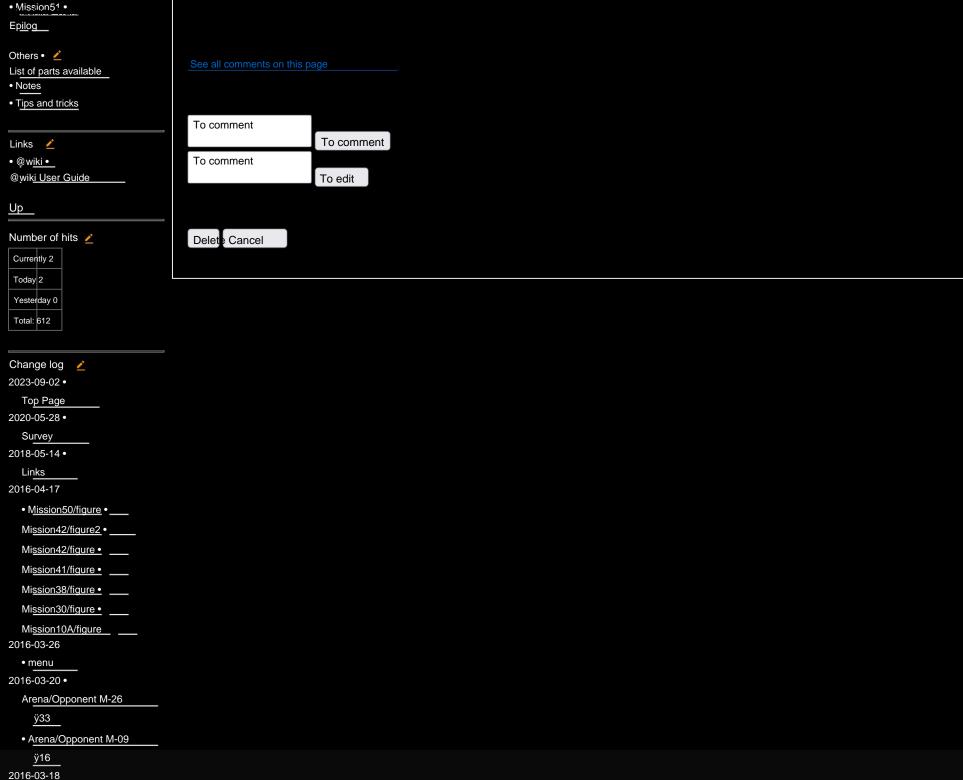
 Mission04-05
ÿ 04A ÿ 04B ÿ 05A ÿ 05B •
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Mission07 •
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It will be d	lisplayed when you select "Config" in the system	window
command	Commentary	remarks

command	Commentary	remarks
Operation method	You can set the operation method. "Manual" / "Semi-auto"	
Game speed You	can set the game speed. "Fast" / "Normal"	
Battle speed You	can set the battle speed. "Fast" / "Normal"	
Sound You can se	t the sound. "Stereo" / "Mono"	

Tags: + Edit Tags

Q Search "command" in Wiki



X

Arena/Opponent M-43

ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

FRONT MISSION 2089 Border of Madness @wiki

Command

Mercenary Barracks

Hangar • 🚄

Allows you to set up WAP.

1

| System | Basic Operations | Commands | Base Facilities | Arena | Clear Bonuses | Bugs |

• You may not be able to enter until you have spoken to a specific person at the mercenary

barracks. • Once you accept the mission, you will be able to leave the base. (Mission Start)

also show up. • You may not be able to enter the headquarters unless you talk to a specific

ÿ Set up from your inventory or purchase and set up. ÿ You can select the

ÿ You may be presented with two missions, and choosing one will mean you won't be able to take on the other.

system allows you to wager money and earn experience points in virtual battles. •

person here. • Be careful, because if you go to the headquarters first and accept the mission, you won't be able to hear the mercenaries' conversations.

Command Center | Mercenary Barracks | Hangar | Arena | Operation Record | Leave Base

• This is where you will receive missions from Commander Falcon.

• You can talk to the mercenaries and the maintenance

elemental defense. ÿ You can change

You can sell parts you don't need. • You can

the color of the WAP by selecting the aircraft color. •

check the list of parts you have acquired so far in the "Parts Collection."

Opponents change depending on your mission progress. • Learn more

crew. . Occasionally unusual characters will

List of all pages



FRONT MISSION 2089 Border of Madness @wiki

Base Facilities



Top page • Links

Basic

knowledge •

System • Basic

PILOT_

SKILLS 💆

Grip • _

Shoulder

Body • _

Arm R •

Legs. • _ Back Pack •

Item

MISSION • 🙎

Mission01 •

Mission02 • Mission03



Operation Guide + Create New To edit

Survey

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Commands •

Ba<u>se</u> facilities • Arena

• Clear rewards • Bugs

PILOT • 💆

WEAPON •

PARTS • 🚄

Computer •

Arm L •

Large mobile weapon

ITEM 🚄

· Data can be saved and loaded.

Operation record 4

here.

 Mission04-05 ÿ <u>04A ÿ</u> 04B <u>ÿ 05A</u> ÿ 05B • Mission06 Mission07 • Mission08 • Mission09 • Mission10-11 ÿ <u>10A ÿ</u> 10B <u>ÿ 11A</u> ÿ 11B • Mission12 • Mission13 • Mission14 • Mission15 • Mission16 • Mission17 • Mission18 • Mission19 • Mission20 • Mission21 • Mission22 • Mission23-25 ÿ <u>23A ÿ</u> 23B <u>ÿ</u> 24<u>A ÿ 2</u>4B ÿ <u>25A</u> ÿ 25B • Mission26 Mission27 • Mission28 • Mission29 • Mission30 • Mission31 • Mission32 • Mission33 • Mission34 • Mission35 • Mission36 • Mission37 • Mission38 • Mission39 • Mission40 • Mission41 • Mission42 • Mission43 • 4 Mission45 • Mission46 • Mission47 • Mission48 • Mission49 • Mission50

Leaving the base 👱

- Deploy on missions accepted from Headquarters.
- You cannot leave the base unless you have accepted a mission.

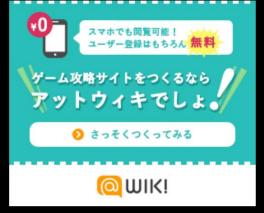
Up

Tags: + Edit Tags

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```
Epilog___
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conditions	Experience	Rewar
Both arms and legs are destroyed.		
Give up	Acquire	:d -

Up

Attack Order 🙎

ÿÿ(slow)	Fighting	(Early) <ÿ ÿ
ÿ		ÿ
(Early)		ÿ (Late)
Close distance	(slow) <ÿÿ> (fast) Long	distance

^{*}When you activate First in melee combat, you can attack first from close range.

Up

Opponent 💆

Mission04ÿ08ÿMission09ÿ16ÿMission17ÿ25ÿMission26ÿ33ÿMission35ÿ42ÿMission43ÿ51 Mission47ÿ51

• Mission 04 to 08

		PILOT					MACHINE				WEAI	PON			UNIT
	Level								Body	Body		AT			Fight
		Fight		Fight			Attribute HI		L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short		Short	Skill	Name	Attribute HP		R. Arm	R.Grip	Attribute	or	Bullet 1	Гуре	Long
	State	Long	Exp.	Long					Legs	L. Shoulder		<defender></defender>			Agility
		Agility	Agility				Move			R. Shoulder	Selender				Total
		2													13
	9		50					beauty five	F-1 TONFA	Impact 1:	×13 - Fight			12	
Sazaland	9 100			Scarlet Devil		19 R		PTOR	Penetrati	on 4× 3 - S	hort		0		
	9			30					18						36
		9		20			16								61

		PILO	т				WEAPON						UNIT			
		Le	vel						Body	Во	dy		A.T.			Figh
		Fight		Fight					. Arm	L.Grip			AT (Return x Attack)			Sho
Name	01-1-	Short		Short	Skill	Name	Attribute H		. Arm	R.Gr	rip	Attribute	or	Bullet 7	Гуре	Lon
	State	Long	Exp.	Long					Legs	L. Sho	ulder					Agilit
		Agility		Agility			N	l love		R. Sho	ulder		<defender></defender>			Tota
		2	2													
		9		100					16	GUST MG		Penetrati	on 3x 4 - S	hort		
Rudensky		9		50		GUST	-		16	GUST MG		Penetrati	on 3× 4 - S	hort		$\Box \Box$
		9		100					34] 2
		9		100				17								4
																3
		9		50			_			F-3 HANI	D ROD Im	pact 1x34 - Fi	ght			
Jorg		9		150		CALM			22	ARM PUNCH	Impact 1	4 – Fight				
		Ten		400												3
		9		100				12		SUN OW	/L	Blazing H	leat 3×14	3.	Long	8
			,						27							
		Ten		300					Sentity Sec.	F-1 TON	IFA	Impact 1	13 - Fight			
Alexander		9		100		TENDUS	-			├		pact 1x34 - Fi	Ů			$\dashv \vdash \vdash$
		9		100									5			3
		9		200				13								7
		7	7						36							
		Ten		450		PABOTTE			25	CEMETERY		Penetration	on 4x 5 - S	hort		
Adam		Ten		300					25	ARM PUNCH	Impact 1>					
		Ten		500					27	PIZ-3		Blazing H	leat 1×10	3.	Long	
		Ten		350				12								3
		7	7						84							·
		Ten		450						┤├──	enetration	/ Flame 4× 7	- Short			
Adam		Ten		300		AVNIR	Blazing Heat			ARM PUNCH						$\dashv \vdash \vdash$
		Ten		500					66	1	, and a					
		Ten		350				15								13
Go to opponents			Top													
Mission																
Missior		PIL	от				MACH	IINE					WEAP	ON AT		

L. Arm

L.Grip

UNIT

Fight

Short

 Mission 51 Еріюд___

others 🔥

Tips and tricks

Number of hits 🙎 Currently 2 Today 2 Yesterday 3 Total: 1634

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Arena/Opponent M-26

• Arena/Opponent M-09

State Fight Exp. Fight

2016-03-26 • menu 2016-03-20

<u>ÿ33</u>

ÿ16

2016-03-18

Link 👱 • @wiki @wiki User Guide

Up

Note

Parts availability list

	Long	ong ility		Мо	R. Arm Legs	R.Grip L. Shoulder R. Shoulder	Or <defende< th=""><th>I></th><th>Long Agilit Tota</th></defende<>	I>	Long Agilit Tota
Werewolf		150	ZOLA-3A	Penetration		GUST MG RM PUNCH Impact 1	Penetration 3x 4 -	- Short	1
	12 8	350 150		19	Searchy Stud		A O Tigrit		3 5
Jimmy	Ten 4	1400 1400 1700 1400	ZENITH	Pernetration 13	25 <i>F</i> 26 E	RM PUNCH Impact 1 RM PUNCH Impact 1 ONE	 	4 3. Long	1 4 6
Demon.V	Ten 4	100 100 100 100	GALVO	Blazing Hear	24 <i>F</i> 30 V	 -3 HAND ROD Impact RM PUNCH Impact 1 v\$-20	× 6 – Fight	Shield	
Bleaker	Ten 3	000 First Lv1	GIZEH	discongisted 12	26 <i>F</i> 34 E	RM PUNCH Impact 1 RM PUNCH Impact 1 GONE	 	4 3. Long	
Lich	12 8 12 8	300 300 300	HUSKY Mk.ÿ	Personation 10	24 <i>f</i> 30	EOSOCIAL RM PUNCH Impact 1 PIZ-3	Penetration 4x 7 - x 5 - Fight Blazing Heat 1x1		
Jango	11 6 11 7	000 050 700	VAPOR	Blacky Head	30 \ 28	APOR MG APOR MG	Penetration 4x 3 -		
Hansen	13 12 10	Stun Lv1 000	TEMPEST	impact	36 25 <i>F</i>	 IRM PUNCH Impact 1	× 5 – Fight		

Arena/Opponent M-43

<u>ÿ51</u> 2016-03-16

Epilog
 Mission 51
 Mission 50
 Mission 49
 Mission 48
 Mission 47

Flariocii	12	1000		3.13	54 F	-2 TONFA	Impact 1	x 26 - Fight		0
Hansen	13		Stun Lv1	CROF	96					45
	11	750			16					242
	11	700			42					169
Jango	11	650		PEREGRINE	180 B		Shock / Fla	me 1x59 – L	ong (Near/Far)	59
Jango	12	1000				RM PUNCH Impact 1				0
	12				84					14
	11	600			20					136
	12	800			54					87
Lich	12	800		CRABESANT II	$\overline{}$	IZANT CN Penetratio	n / Flame 4x 7	- Short		0
	11	600				IZANT CN Penetration				49
	11				66					0
		200								107
	9	200			20					107
Bleaker	Ten 12	300 1000		ORCUS ÿ	36 A 54	RM PUNCH Impact 1	x12 - Fight			71
Blooker.	12			ODOLIO "		MPIRE		1×24 - Long		0
	Ten	4000	First Lv1		60					12
	Ten	400			19					187
Domon. v	11	700			60		1 chetrati	51. 5x22 - 31101t		97
Demon.V	Ten Ten	400		ZEARAID		MASHER Shock / Fla AP-66		ng (Near/Far) on 3×22 - Short		- 00
	8	400			84		1.04	(Na / 5)		66
	Ten	400			18					163
- Silling	11	700			60		- I Shotrati	9101		84
Jimmy	Ten	400		STORK		RM PUNCH Impact 1		on 3×22 - \$hort		0
	Ten	400				PM BUNCH Import	lv12 Fight			66
	8				72					13
	9	150			20					140
	12	850			54					91
Werewolf	9	150		BIZANT		IZANT CN Penetratio				0
	9	150			\vdash	IZANT CN Penetration	on / Flame 4x 7	- Short		49
	6				72					0
	12	1000			14					74
	12	800			36					46
	11	600			25 IE	BIS	Piercing	1×23 - Long		tendy from

12	800			48	- F-2	2 TONFA	Impact 1	x 26 - Figh		l	0
11	600	1 1		54	w	S-14	-	ÿ12ÿ - S	hield		113
12	1000			19							158

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ļ		PIL	от				MACHINE				WE	APON			UNIT
		Lev	el						Body	Body		AT			Fight
		Fight		Fight			Attribute H	Ь	L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short	Exp.	Short	Skill	Name	Attribute n		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
		Long	LAP.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	love		R. Shoulder		<defender></defender>			Total
		14							40						
			-	4500	Double Lv1				42						59
}		14		1500			impact			-3 HAND ROD Impac					0
Charly		12		1000		ZIGLE-6B				-3 HAND ROD Impac	1×34 - Fight	-	-		0
		12		800					30 V	V\$-14	-	ÿ12ÿ - S	hield		68
		Ten		400				17		WS-14	-	ÿ12ÿ - S	hield		127
		15	5						54						Fire
		13		1200					24 A	RM PUNCH Impact 1	× 5 – Fight				0
Kenny		12		800		PABOTTE II	Penetration			MPIRE		1×24 - Lon	a		Search Star
		13		1200					42						55
		12		800				15							84
		16	<u> </u>						48			-	-		0
		12		1000			impact			EO STAN	Penetrati	on 4x 9 - S	hort		36
Snow Bird		15		1700		GALVO SV			$\overline{}$	MPIRE	Piercing	1×24 - Lon	g		Sweetly Sour
		12		800					36						65
		12		900				14							125
		17	7						51						7
	12			800					39 (GUCHI T7	Flame 1	24 - Long	(near/far)		0
Smorker		16		2000		HUSKY Mk.IV	Blazing Heat			RM PUNCH Impact 1		_ :	(1041/141)		33
	12		1000		TIOGICT WILLIAM				UN OWL		leat 3×14	2	Long	69	
		12		1000				 16			Diazing	lout ox 11	3.	Long	109
															11 100
		18	3						60						12
Fork		12		1000		GEIN			39 A	RM PUNCH Impact 1	× 7 ÿ Fight				0
TOIK		17		2200		OLIN			39 A	RM PUNCH Impact 1	× 7 ÿ Fight				36
		14		1500					30 E	GRET	Blazing I	leat 2×21	3.	Long	74

		PIL	.ОТ				MACHINE					WE	APON			UNIT
		Lev	/el						Body		Body		AT			Fight
		Fight		Fight			Attribute H	IP.	L. Arm		L.Grip		(Return x Attack)			Short
Name	State	Short	Ехр.	Short	Skill	Name	Attribute		R. Arm		R.Grip	Attribute	or	Bullet	Туре	Long
		Long	Exp.	Long					Legs		L. Shoulder		.Defender			Agility
		Agility		Agility			N	love			R. Shoulder		<defender></defender>			Total
		Ten		500				16			EGRET	Blazing H	leat 2x21	3.	Long	122
		1	4						48	T						0
		14		1500					36 D	AF	RK HOG	Penetrati	on 4× 7 - S	hort		49
Charly		12		1000		ZIGLE-11A	impact		36 D	AF	RK HOG	Penetrati	on 4× 7 - S	hort		0
		12		800					42	Γ						65
		Ten		400				17								114
		1:	5						54	Τ						29
		13		1200					42 F	-2	TONFA	Impact 1	x 26 - Figh	t		0
Kenny		13		1200		GALVO MRX	Blazing Heat		42 A	.RM	1 PUNCH Impact 1:	× 8 ÿ Fight				lastedy fluir
		12		800					42 \$	ųν	I OWL	Blazing H	leat 3×14	3.	Long	74
		12		800				16			SUN OWL	Blazing H	leat 3×14	3.	Long	127
		1	 6						66	T						Ten
		12		1000					54 G	R/	AVE S	Penetrati	on 4× 8 - S	hort		32
Snow Bird		15		1700		GENEM	Penetration		54 A	RN	1 PUNCH Impact 1:	×10 - Fight				Ten
		12		800					54 P	ız-	3	Blazing H	leat 1×10	3.	Long	94
		12		900				16								146
		1	7						60	T						9
		12		800					48 10	SU:	CHI T502 Penetrati	on 1×28 - Lon	ıa			0
Smorker		12		1000		CRABESANT	impact			┢	1 PUNCH Impact 1:		5		10	28
		16		2000					48	r						89
		12		1000				16		Ţ	WS-20	-	ÿ9ÿ - S	hield		126
		1.	4						96	Ť						0
		14		1500						LA	ME FOX	Flame he	at 1x43 - S	Short (nea	ar)	62
Charly		12		1000		ZIKADE	impact			┢	ANT CN Penetration			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,	0
January		12		800					60	t						100
		Ten		400						r						162
		1:	5						108	Ť						28
		13		1200						}	A DUNOLL	40 F: 11				0
Kenny		13		1200		BONART	Blazing Heat			┢	1 PUNCH Impact 1					
									72 A 84	RI	I PUNCH Impact 1:	xT6 - Fight				┦ ├───┤
		12		800					84							136

		PIL	.ОТ				MACHINE				WE	APON			UNIT
		Lev	/el						Body	Body		AT			Fight
		Fight		Fight					L. Arm	L.Grip		(Return x Attack)			Short
Name	a	Short		Short	Skill	Name	Attribute H	IP	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	/love		R. Shoulder		<defender></defender>			Total
		12		800				17							164
		16	3						120						35
		12		1000						F-2 TONFA	large and 4	.00 Finb			0
Snow Bird		15		1700		VASA						x 26 - Figh			0
SHOW BIID						VASA				RM PUNCH Impact	1×15 - Fight -	"00" 0			167
		12		800				40	96 F	TRE WALL		ÿ22ÿ - S	hield		
		12		900				16							202
		17	7						120						19
		12		800					72 A	NACONDA	Piercing	1×43 - Lon	9		0
Smorker		12		1000		MEARAID			72 A	RM PUNCH Impact	1×19 - Fight				49
		16		2000					180 \$	KULL	Blazing I	leat 3x24	3.	Long	143
		12		1000				18		SKULL	Blazing I	Heat 3x24	3.	Long	211
		4.6							400						20
		19		2222					120		-				20
		16		2000						GREY EYE		ion 3×22 - S	Short		66
Marty		12		1000		GROPPE SPV				ARM PUNCH Impact	1 x 20 - Fight				0
		12		1000					102			-			156
		15		1600				16							242
		17	7						120						20
		12		800					72 C	CIRCULAR	Impact 6	×13 - Short			78
Smorker		16		2000		PROZION			72 A	ARM PUNCH Impact	1 x 20 - Fight				42
		12		1000					$\overline{}$	SKULL		leat 3x24	3.	Long	143
		12		1000				16		SKULL		leat 3x24		Long	283
														j	
		19	9						168						35
		16		2000					132 F	-V-24	Penetrati	ion 5×11 - S	Short		55
Marty		12		1000		RATMOUNT			132 A	ARM PUNCH Impact	1×35 - Fight				37
		12		1000					108						234
		15		1600				18		SLAY	Blazing I	Heat 2x37	3.	Long	361

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	PILOT			MACHINE		WEAPON			UNIT
Name	Level	Skill	Name	Attribute HP Body	Body	Attribute AT Bullet	Туре		Fight

	State	Fight Short Long	Exp.	Fight Short Long					L. Arm R. Arm Legs	!	L.Grip R.Grip L. Shoulder		(Return x Attack) Or <defender></defender>			Short Long Agility
		Agility		Agility			ı	Move			R. Shoulder					Total
		1	8						54	П		T				0
		12		1000	Switch Lv1				42 0	GALE S	SG	Impact 6:	5 – Short			52
Fork		17		2200		GROPPE	Blazing Heat		42 0	GALE S	3G	Impact 6:	5 – Short			0
		14		1500					42							74
		Ten		500				19								126
		1	8						66							19
		12		1000						ARM PI	UNCH	impact	1×11	ÿ Fight		0
Fork		17		2200		MOTH VR.5	Penetration		54 <i>P</i>	ARM PI	UNCH	+	11 - Fight			43
		14		1500					60 (GOLDIA	AS	Blazing Heat	2×28	2.	Long	94
		Ten		500				16		PIZ	<u>Z</u> -8	Blazing Heat	3×22	 	Long	156
		1	8						96							0
		12		1000				_		∤ 	ERY-10	Penetrati	on 4×15 - S	Short		83
Fork		17		2200		ORCUS II	Penetration			CROF (Penetration /				20
		14		1500				-	——	DONKE		Blazing Heat	3×20	 	Long	113
		Ten		500				17				,			Long	216
		2		4000					144	l						26
		15		1600			impact	_		F-2 TOI	NFA 		x 26 - Figh			55
Fox		17		2200		CICADAÿ				FV-24		Penetrati	on 5×11 - S	Short		0
		14		1400				4.0	114	-						182
		12		1000				16								263
			-						144							0
		16		2000			Penetralion			NDOS			on 4×10 - S			70
Orden		15		1600		INDOS			108	NDOS		Penetrati	on 4×10 - S	hort		0
		17		2200					120							195
		12		800												265
									108							31
		16		2000					72 <i>P</i>	ARM PI	UNCH	Impact 1	x 18 - Figh			0
Bringer		15		1600		STORK Mk.IV	Blazing Heat		72 <i>l</i>	ARM PI	UNCH	+	x 18 - Figh			31
		17		2300					90 E	BONE		Blazing Heat	2×14	3.	Long	136
		12		800				16		PIZ	Z-8	Blazing Heat	3×22	2.	Long	198
Joe the Apach		bases);	h		Speed Lv1 NC	VARAID Impact			126							19

Joe the Apach	samily from		Speed Lv1 PE	RZEA	Blazing Heat	156						0
	14	1500				12	BLACK PANTHER	Heatwave	3×33	3.	Long	442
	17	2200					BLACK PANTHER Blaz	 	3×33	3.	Long	266
Bringer	16	2000		BLIZZAIA II			ARM PUNCH		x 35 - Fight			57
	14	1500	Speed Lv1			144 L	LEO STAN B	Penetrati	on 4×21 - S	Short		84
	Search Tick					204						35
	12	800				20						333
	17	2200				120						214
Orden	15	1600		ZEROA			RATMOUNT MG Penetra	ation 4×17 - Sh	ort			0
	16	2000			impact		RATMOUNT MG Penetra					119
						156						0
	12	1000				18						277
-	14	1400				120						172
Fox	17	2200		ORGEL			TYPE65 CN 	Penetration /	Flame 3x2	0 - Short		0
_	16	2000	Switch Lv1				TYPE65 CN	Penetration /				105
			Switch Lv1			150						0
	Ten	500				16	DONKEY DX	Blazing Heat	3×25	2	Long	322
	14	1500				114		. Griotiati				182
Fork	17	2200		Type 67			PAP-66		on 3x22 - S			113
	12	1000	Switch Lv1				PAP-66	Penetrati	on 3×22 - S	Short		115
	18					132						0
	12	900				18						341
	15	1700				120						240
Snow Bird	12	800		BLIZZAIA			ARM PUNCH		x 35 - Fight			66
	12	1000				132 l	HEXAFIRE-Mkÿ penetrat	ion 1×66 - Lone	(far)			0
	16					180						35
	16	2000				16	FIRE WALL		ÿ22ÿ - Sł	nield		278
	16	2000				114	FIRE WALL	-	ÿ22ÿ - Sł	nield		192
Volcano	17	2200		S-ORCUS		90 /	ARM PUNCH	Impact 1	x 20 - Fight			0
	17	2200				90 F	PAP-66	Penetrati	on 3×22 - S	hort		66
						132						20
	16	2000				19						195
	14	1500				84						152
	17	2300				72 <i>l</i>	ARM PUNCH	Impact 1:	19 – Fight			0
	16	2000					PAP-55	Penetrati	on 4× 6 - S	hort		teacily hist
<u> </u>						<u> </u>						

						·			
	16	2000			96	BANISH II	Shock / Flame 1×86 – Lor	ng (Near/Far)	80
	17	2300			96	GRAVE S II	Penetration 4×20 - Short		86
	14	1500			72				188
	16	2000			16				354
					168				0
	17	2200				TYPE67C MG	Penetration 2×37 - Short	+	129
Volcano	17	2200		TYPE 67C		TYPE67C MG	Penetration 2×37 - Short	+	0
	16	2000			156	┨ ├────	T Official Page 5 Troit	+	208
	16	2000			14			+	337
	26				174	 			0
	20	3000			132	MOSTRO ÿ SZ penetratio	n 4x24 - Short (near)	<u> </u>	96
Blue Eye	12	1000		FLUGEL	132	BOA-40	Shock / Flame 1x82 - Lor	ig (Near/Far)	82
	20	3000			180	-		 	237
	19	2600			16				415
	27				228				11
	20	3000			54	ARM PUNCH	impact 1x11 ÿ Fight	1	80
Brian	17	2300		KORROD	24	GRAVE S II	Penetration 4×20 - Short		0
	16	2000			34	W\$-14	- ÿ12ÿ - Shield		178
	20	3000			16	WS-14	- ÿ12ÿ - Shield		269
	17				120			i	
	12	900				BLACK STAR	Description 4 40 Object	+	124
Consider		2000		DDOZION		┨	Penetration 4x19 - Short	+	
Smorker	16	1000		PROZION		GREY EYE	Penetration 3x22 - Short		0 143
	12	1000			20			+	267
	12	1000			20				207
	16				120				0
	12	1000	Switch Lv1		70	GLOSTER MG	Penetration 4×45 - Short		131
Snow Bird	15	1700		GLOSTER	70	GLOSTER MG	Penetration 4×45 - Short		0
	12	800			100				140
	12	900			12				271

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	PILOT Level Fight Exp. Fight Si						MACHINE			WEA	PON			UNIT
								Body	Body		AT			Fight
Name	e Fight Fight Sk			Skill	Name Attr	ibute HP	L. Arm	L.Grip	Attribute	(Return x Attack)	Bullet 1	Гуре	Short	
	State	Short	Ехр.	Short				R. Arm	R.Grip		or			Long

	Long	Long				Legs	L. Shoulder				Agility
	Agility	Agility			ı	Move	R. Shoulder		<defender></defender>		Total
	26					108					45
1 1	20	3000	Stun Lv2			60 [F-2 TONFA	Impact 1 x	26 - Fight		0
Blue Eye	12	1000		FROST	Blazing Heat	60 [F-2 TONFA	Impact 1 x			0
	20	3000				72					one two three
	19	2600				14					168
	- 0-					150					
	27					156					0
	20	3000			Penetration		WILDGOAT MG penet	 			105
Brian	17	2300		WILD GOAT		108 \	WILDGOAT MG penet	ation 3x20 - SI	hort (near)		0
	16	2000				138					201
	20	3000				19					306
	29)				144					Township Street
	Seasoly Seco	3500				96 (CATSRAY SG Impact	6× 4 – Short (cl	ose)		bearing four
Rocky	Search Street	3800		ARPEGGIO	Blazing Heat	96 /	ARM PUNCH Impact 1	×25 - Fight			37
	17	2100					RAGOS	Blazing He	eat 2×37	2. Long	182
	18	2400				18					268
	29	`				30					0
	28		Switch Lv2							_	┨ ├───
	Swelly Soci	3500			Blazing Heat		MOSTRO ÿ SZ penetra	 			168
Rocky	turniy firan	3800		ZOLA-3A			MOSTRO ÿ SZ penetra	tion 4x24 - Sh	ort (near)		0
	17	2100				34					58
	18	2400				12					226

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		PILO	т				MACHINE					WEA	PON			UNIT
		Lev	el						Body		Body		AT			Fight
		Fight		Fight			Attribute H	D	L. Arm		L.Grip		(Return x Attack)			Short
Name	State	Short	_ [Short	Skill	Name	Attribute n		R. Arm		R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Exp.	Long					Legs		L. Shoulder		<defender></defender>			Agility
		Agility Agility			N	love			R. Shoulder		<delender></delender>			Total		
		26 14	;	1500			impact		132 78 H	HE>	 XAFIRE-Mkÿ penetrati	on 1×66 - Long	3			0
Long Bow		12		900		PRISOMEA			72 I	HE>	XAFIRE-Mkÿ penetrati	on 1×66 - Long				115
		32		6000					90							152
		13		1200				20								267

-			PΤ					MACHINE					WEA	PON			UNIT
Г		Lev	vel							Body		Body		АТ			Fight
		Fight		Fight						L. Arm		L.Grip		AT (Return x Attack)			Short
Name		Short		Short	Skill		Name	Attribute H	Р	R. Arm		R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long						Legs		L. Shoulder		01			Agility
		Agility		Agility				N	love			R. Shoulder		<defender></defender>			Total
		27	7			П				132	П						0
		13		1200						84 7	ΤY	PE65 CN	Penetration /	Flame 3x2	20 - Short		105
Rally		38		7600			Type 65	Penetration		84	ΤY	PE65 CN	Penetration /	Flame 3x2	20 - Short		0
		12		800						114							162
		11		600					20								267
		29	9			П				162	П						0
				3500							╂	O STAN	Penetrati	on 4× 9 - S	Short		84
Ford		lamity two		3300			ZINC	impact			╁	METERY-10 penetration			ort		0
		turnity tive		4300						144							198
		12		1000					14								282
											П						
		26	6							192	┨╏				ļ		52
		14		1500				Blazing Heat			╅	M PUNCH	Impact 1	x 30 - Figh	t		0
Long Bow		12		900			TYPE 103				┨	M PUNCH		x 30 - Figh	-		157
		32		6000						144 F	PΑ	RAINA	Blazing I	leat 1x90	4.	Long	221
		13		1200					14		Ш	PARAINA	Blazing I	leat 1x90	4.	Long	430
		27	7							204	П						61
		13		1200						144 /	AR	M PUNCH	Impact 1	x 35 - Figh	ıt		0
Rally		38		7600			BLIZZAIA II	impact		144 /	AR	M PUNCH	Impact 1	x 35 - Figh	ıţ		99
		12		800						156							266
		11		600					16			DONKEY DXÿ	Blazing I	leat 1x99	4.	Long	426
		29	<u> </u>			Π				174	П						30
		Leasily face		3500							FIR	RE BIRD	Dioroina	1,,97 00			0
Ford		lamity last		3300			FLUGEL	impact			╅	M PUNCH		1x87 - Long			144
		beenly five		4300			. 20022				┨	RAINA		x 30 - Figh leat 1×90		Long	211
		12		1000					16			PARAINA		leat 1×90		Long	385
								<u> </u>			П		Diazing	Tout 1200	4.	Long	
		3′	1							228							70
		20		3000				Penetration		156 /	AR	M PUNCH	Impact 1	x 40 - Figh	t		0
Mobs		30		5500			PEGASE			156 /	AR	M PUNCH	Impact 1	x 40 - Figh	t		59
		bearing their		3500						204 <i>F</i>	ALE	BATROSS	Blazing I	leat 3x34	3.	Long	292
		14		1400					16			ALBATROSS	Blazing I	leat 3x34	3.	Long	421

		PILC	DΤ				MACHINE				WEA	PON			UNIT
		Lev	/el					В	ody	Body		AT			Fight
		Fight		Fight					Arm	L.Grip		(Return x Attack)			Short
Name		Short		Short	Skill	Name	Attribute H		Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long				L	egs	L. Shoulder					Agility
		Agility		Agility			N	Move		R. Shoulder		<defender></defender>			Total
		3:	3	,					300						0
		Searcily Soul		4000	Speed Lv3				140 G	SLOSTER MG	Penetrati	on 4×45 - S	Short		131
Layla		30		5500		ALGEM	Penetration		140 G	LOSTER MG	Penetrati	on 4×45 - S	Short		0
		20		3000					200						314
		18		2500				19							445
		PILC)T				MACHINE				WEA	PON		•	UNIT
		Lev					III OTHICE	B	ody	Body	WEA				Fight
		Fight		Fight					Arm	L.Grip		AT (Return x Attack)			Short
Name		Short		Short	Skill	Name	Attribute H		Arm	R.Grip	Attribute		Bullet	Туре	Long
	State	Long	Ехр.	Long					egs	L. Shoulder		or		.,,,,,	Agility
		Agility		Agility				Move	ugu	R. Shoulder		<defender></defender>			Total
				,g,											
		30	6		0		,		240				-		0
		Seerily Sout		4000	Switch Lv3		Penetration			V-24B+1	Penetrati	on 5×21 - S	Short	ļ	188
Storm		36		7000		WOLF HEAD			-	V-24B+2		on 5×22 - S	+		33
		Sweetly Sout		4000					228 W	/\$-14B+1	-	ÿ28ÿ ÿ S	Shield		340
		20		3000						CRANE+1	Blazing l	leat 3x33	3	Long	561
		34	4						240						0
		28		5000	Speed Lv3				180 V	VINEE-RR+2	Piercing ¹	1x77 - Lon	g		110
Rain		Sweetly Sout		4000		BLUE IRIS	Blazing Heat		180 F	V-24B+2	Penetrati	on 5×22 - S	Short		96
		Sweetly Sout		4000					228 W	/\$-14B+1	-	ÿ28ÿ ÿ S	Shield		340
		20		3000				Secretary and		CRANE+1	Blazing I	leat 3x33		Long	546
		3!	5						240						45
				4000			,		$\neg \neg$	ACCIVITATION OF THE VE		()	F)		0
Oddovo		28		5000		WILD CAT	Blazing Heat		$\overline{}$	OCK JACK+2 Shock / F		ong (Near/	rar)		125
Oddeye		28		5000		WIED OAT			$\overline{}$	RM PUNCH+1 Impact 1 RANE+2		leat 3×34		Long	325
		20		3000				20	220 U	DONKEY DXÿ+2 Blaz			\vdash	Long	495
		20		3000				20		DONKET DXy+2 Blaz	ing neat 1x10	/' 	4.	Long	495
		3	5		First Lv3				240						126
Champ		36		7000	Stun Lv1	CLAYMORE Fe	ver		180 D	ESTROYERS+2 Shock	/ Flame 1×72	Fight			0
Champ		20		3000		OLATWORE PE			180 D	ESTROYERS+2 Shock	/ Flame 1×72	Fight			0
		heavily line		4000					228 W	/\$-14B+1		ÿ28ÿ ÿ S	Shield		355

		PILC	DΤ				MACHINE				WEA	PON			UNIT
		Lev	/el						Body	Body		A.T.			Fight
		Fight		Fight					L. Arm	L.Grip		AT (Return x Attack)			Short
Name		Short		Short	Skill	Name	Attribute H	IP	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	l love		R. Shoulder		<defender></defender>			Total
		20		3000						WS-14B+1	-	ÿ28ÿ ÿ S	hield		481
		3.	4						240						0
		20		3000					180 H	EXA G3+2	Piercing	1×82 - Lon	9		0
Gray		20		3000		CRUSADER			180 H	EXA G3+2		1×82 - Lon			143
		36		7000					228 W	\$-14B+1	-	ÿ28ÿ ÿ S	1		355
		20		3000						WS-14B+1	-	ÿ28ÿ ÿ S	hield		498
		PILC)T				MACHINE				WEA	PON			UNIT
		Lev					MACHINE		Body	Body	VVEA				
		Fight		Fight					L. Arm	L.Grip		AT			Fight Short
Name		Short		Short	Skill	Name	Attribute H	IP	R. Arm	R.Grip	Attribute	(Return x Attack)	Bullet	Туре	Long
ramo	State		Ехр.		S.a	, italiio				L. Shoulder	Attilibuto	or	Builot	туре	
		Long Agility		Long Agility				/love	Legs	R. Shoulder		<defender></defender>			Agility Total
				Agility						1					
		2	0		First L. 2				110						122
		18		2500	First Lv2 Double Lv2				60 D	ESTROYERS Shock / F	lame 1×70 – F	ight			0
Monk		12		1000		X-12				ESTROYERS Shock / F	lame 1×70 – F	-			0
		12		1000					75 \$.		-	ÿ20ÿ - S	 		146
		14		1500				20		SX-30	-	ÿ20ÿ - S	hield		268
		lunity	Tank						500						0
		12		1000						301XM SG+1	Impact 6	4 – Short			Made Cly Cour
Manticore		18		2500		X-17		-Lar (No	rge Unit- Parts)	301XM CN+1 Penetra	ation / Flame 1	×21 - Long	(Near/F	ar)	Marriy Stra
		18		2500											271
		14		1300				15							316
		1	1						300						0
		9		0	Guide Lv1					301XN CN+1 Penetra	tion / Flame 1	x31 - Long	(Near/E	ar)	0
Chimera		13		1050		X-09		-Lar	rge Unit-		THOM PHONE I	. Long	, real/1 a		39
		13		1050				(No	Parts)	301XN MS+1	Blazing I	leat 3x21	5	. Long	163
		12		775				15		301XN MS+1		leat 3x21		. Long	202
D		Te	en	1000	Double Lv3	V 04			110						63
Berserker		13		1200		X-01				-3 HAND ROD+2 Impac	<u> </u>				0
		Ten		500					60 F	-3 HAND ROD+2 Impac	1×36 - Fight				0

		PILO	т			MACHINE				WEA	PON			UNIT
Name	State	Lev Fight Short Long Agility	Fight Short Long Agility	Skill	Name	Attribute F	L. R.	Body . Arm . Arm _egs	Body L.Grip R.Grip L. Shoulder R. Shoulder	Attribute	AT (Return x Attack) Or <defender></defender>	Bullet	Туре	Fight Short Long Agility Total
		Ten	275					75 S	X-30	-	ÿ20ÿ - S	hield		146
		11	600				20		SX-30	-	ÿ20ÿ - S	hield		209
		Ten	,					110						26
		Ten	275	Guide Lv3				60 P	SG-5	Piercing 1	l×36 - Long	9		0
Wizard		11	800		X-07			60 A	RM PUNCH+1 Impact 1					36
		13	1200					75 S	X-30	-	ÿ20ÿ - S	hield		135
		Ten	400				20							197
		8						110						70
		13	1100					60 IF	ON LUMP	Impact 1	x 40 - Figh			0
Golem		9	100		X-05			60 IR	ON LUMP	Impact 1	x 40 - Figh			0
		Ten	350					75 S	x-30	-	ÿ20ÿ - S	hield		135
		11	550				bordy are							205
		15	5					110						87
		18	2500	Double Lv1				60 B	-TUSK	Pierce 1×	50 – Fight			0
Ogre		Ten	500	First Lv1	X-28			60 B	-TUSK	Pierce 1x	50 – Fight			0
		Ten	475					75 S	x-30	-	ÿ20ÿ - S	hield		146
		12	825				hardy one		SX-30	-	ÿ20ÿ - S	hield		233
								110						50
		16	1800	Speed Lv2				60 A	RTASSAUT G penetrati	on 3×25 - Shoi	t			75
Dark Knight		18	2500		X-03			60 K	AGIROI	Impact 1	x 50 - Figh	ı		28
		14	1500					75 G	OLDIAS	Blazing H	leat 2×28	2.	Long	135
		12	825				20		SX-30	-	ÿ20ÿ - S	hield		288
								110						26
		12	1000					60 H	EXA G3+2	Piercing 1	l×82 - Lon	g		0
Death		18	2500		X-13			60 A	RM PUNCH+1 Impact 1					82
		20	3000					75						124
		14	1500				tuning and							232
		20)					110						0
Nightmare		12	875		X-14			$\neg \neg$	EXA G3+1	Piercing	l×81 - Long	9		0
		Seattly two	3500					60 H	EXA G3+1		l×81 - Lon			141

	PILO	ЭΤ			MACHINE				WEA	PON			UNIT
	Le	vel					Body	Body					Fight
	Fight	Fi	pht				L. Arm	L.Grip		AT (Return x Attack)			Short
Name	Short State		ort Skill	Name	Attribute H		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	Long	Exp.	ng				Legs	L. Shoulder		OI		"	Agility
	Agility	Ag	lity		I.	Move		R. Shoulder		<defender></defender>			Total
	12	-	75				75 F	IRE WALL	-	ÿ22ÿ - S	hield		148
	14		000			18		FIRE WALL	-	ÿ22ÿ - S			289
							110						0
	13	1/	Switch Lv2				$\overline{}$	AIL FIRE+1	Flome he	ot 121 C	hart (nac		84
Iflit	20		00	X-21				OKER+1		at 1x21 - S		ar)	82
11111	20		00	\ \^-21		-	$\overline{}$	ERES		76 - Short			124
	15		50			18	750	CERES		leat 2x47		Long	290
	15	11	50		<u> </u>	10		CERES	Blazing F	leat 2×47	2.	Long	290
	laddi	y too					110		<u> </u>				101
	lawerly local	40	00 Stun Lv2 First Lv2				60 A	RM PUNCH+1 Impact	1×26 - Fight				0
Dragoon	16	20	00	X-24			60 F	X IMPERIAL Penetration	/ Flame 1x90	- Fight			0
	13	1:					75 S	X-30	-	ÿ20ÿ - S	hield		146
	16	20	00			20		SX-30	-	ÿ20ÿ - S	hield		247
	2	8					110						0
	16	20	00 Switch Lv2				60 G	REY EYE	Penetrati	on 3×22 - S	Short		120
Demon	beauty hour	40	Speed Lv2	X-19			60 M	IOSTRO III	Penetrati	on 4×18 - S	Short		47
	18	25	00				75 C	ERES	Blazing I	leat 2×47	2.	Long	135
	20	30	00			19		SX-30	-	ÿ20ÿ - S	hield		302
	3	0					110						0
	18	25	00 Switch Lv2				60 F	V-24B	Penetrati	on 5×20 - S	Short		175
Shaman	benny lour	40	Speed Lv2	X-15			60 F	V-24B		on 5×20 - S			0
	beenly bur	40	00				75 \$	X-30	-	ÿ20ÿ - S	hield		146
	18	25	00			20		SX-30	-	ÿ20ÿ - S			321
	3	.0					110						26
	18	1	00				$\overline{}$	EXA G3+2	Pioreina	1×82 - Long			0
Necromancer	Same of State		00	X-11				RM PUNCH+1 Impact		1 X 0 2 - LUTI	J		158
ricoromaneer			00					ONKEY DXÿ		leat 1×99	4		136
	18		00			19	7500	SX-30+2	-	ÿ22ÿ - S		Long	320
Druid	3		Double Lv2 First Lv2	X-18			110 60 B	-TUSK+2					91
Druid	18	 	00	V-10			$\overline{}$			52 – Fight			0
	18	2:	00				60 B	-TUSK+2	Pierce 1>	52 – Fight			0

		PILC	DΤ				MACHINE				WEA	PON			UNIT
		Lev	/el						Body	Body		AT			Fight
		Fight		Fight			Attribute H		L. Arm	L.Grip		(Return x Attack)			Short
Name		Short		Short	Skill	Name	Attribute n		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Exp.	Long					Legs	L. Shoulder		<defender></defender>			Agility
		Agility		Agility			N	Move		R. Shoulder		<derender></derender>			Total
		beenly livel		4000					75 S	SX-30+2	-	ÿ22ÿ - S	hield		148
		18		2500						SX-30+2	-	ÿ22ÿ - S	hield		239
		3(0						110		<u> </u>				26
		18		2500						IEXA G3+2	Piercing	1x82 - Lon			0
Witch		tently four		4000		X-22	Blazing Heat			RM PUNCH+1 Impact		7.02 2011	9		160
		baseily bout		4000						OONKEY DXÿ+2 Flame			4.	Long	135
		18		2500				19		SX-30	-	ÿ20ÿ - S		Ü	321
		29	0						300						124
		36	9	7000	First Lv2					CO PUNCILLA Parates	lan / Flama 4	100 Finh			0
Vampire		9		100	Double Lv2	X-00 vamp	Blazing Heat	-		(-00 PUNCH+1 Penetra (-00 PUNCH+1 Penetra					0
vampire		9		100		A-00 vamp		-	240		IIII/ Flame 1x	100 - Figni	-		368
		28		5000											492
		20		0000		<u> </u>		140,00			<u> </u>		<u> </u>		102
		3	7						110						52
		32		6000	Speed Lv2		Street Liver		60 A	RTASSAUT G+2 penet	ration 3×27 - S	hort (near)			81
Roy		30		5500		X-03	bazing real		60 k	(AGIROI+2	Impact 1	x 52 - Figh	t		48
		26		4500					75 \$	SX-30+2	-	ÿ22ÿ - S	hield		136
		beauty two		3500				19		CERES+1	Blazing I	leat 2x48	2.	Long	317
		28	8						110						42
		14		1450	Speed Lv2				60 F	V-24B+2	Penetrati	on 5×22 - S	Short		110
Rich		28		5000		X-20	impact		60 K	(-SABER+2	Impact 1	x 42 - Figh	t		twenty five
		benin'ily two		3500					75 \$	SX-30+2	-	ÿ22ÿ - S	┼──		136
		15		1650				20		DONKEY DX	Blazing I	leat 3x25	2.	Long	313

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	y Add	aea m	om IV	/IISSIOI	14/										
		PIL	от			\prod	MACHIN	NE.			WE	EAPON			UNIT
		Lev	el						Body	Body		AT			Fight
Name		Fight		Fight	Skill		Name Attribute HP		L. Arm	L.Grip	Attribute	(Return x Attack)	Dullet.		Short
Haine	State	Short	Ехр.	Short	OMII		Name Attribute III		R. Arm	R.Grip	Attribute	or	Bullet ⁻	уре	Long
		Long		Long					Legs	L. Shoulder		<defender></defender>			Agility

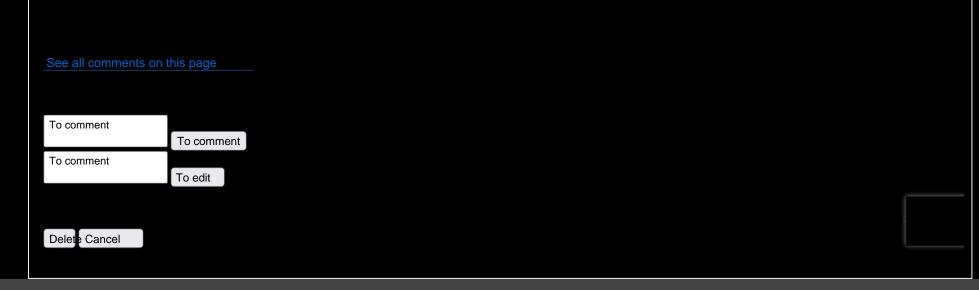
	Agility	Agility		N	l love		R. Shoulder					Total
	3	1			999 -	-						0
	20	3000										66
Aisha	20	3000	 S-Lady	Blazing Heat	-Large Unit- (No Parts)		SNOW MAN F	ame Heat 1:	×66 – Short	(near)		33
	20	3000			(**************************************							638
	28	5000			15		CRANE+1 Hea	t 3×33		3.	Long	737

Up

Tags: + Edit Tags

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Last updated: March 6, 2016 19:58



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conditions	Experience	Rewa
Both arms and legs are destroyed.		
Give up	Acquire	d -

Up

Attack Order 🙎

ÿÿ(slow)	Fighting	(Early) ≼ÿ ÿ
ÿ		ÿ
(Early)		ÿ (Late)
Close distance	(slow) <ÿÿ> (fast) Long	distance

^{*}When you activate First in melee combat, you can attack first from close range.

Up

Opponent 🚄

Mission04ÿ08ÿMission09ÿ16ÿMission17ÿ25ÿMission26ÿ33ÿMission35ÿ42ÿMission43ÿ51 Mission47ÿ51

Mission 04 to 08

		PILOT					MACHINE				WEA	PON			UNIT
		Leve	el						Body	Body					Fight
		Fight		Fight			Assettanta II		L. Arm	L.Grip		AT (Return x Attack)			Short
Name	State	Short		Short	Skill	Name	Attribute H	P	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Exp.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	love		R. Shoulder		<defender></defender>			Total
										,					
		2							Sweetly Stud						13
		9		50					heally five	F-1 TONFA	Impact 1	×13 - Fight			12
Sazaland		9		100		Scarlet Devil			19 R	PTOR	Penetrat	ion 4x 3 - S	hort		0
		9		30					18						36
		9		20				16							61

		PILO	т				MACHINE				WEA	PON			UNIT
		Le	vel					В	ody	Body		АТ			Fight
		Fight		Fight			Assathanta I		Arm	L.Grip		AT (Return x Attack)			Short
Name	C+-+-	Short		Short	Skill	Name	Attribute F		Arm	R.Grip	Attribute	or	Bullet 7	Гуре	Long
	State	Long	Exp.	Long				L	egs	L. Shoulder					Agility
		Agility		Agility			ı	Move		R. Shoulder		<defender></defender>			Total
		2	· · · · · ·												0
		9	1	100					16	GŲST MG	Penetrati	on 3× 4 - S	hort		
Rudensky		9		50		GUST				GŲST MG		on 3× 4 - S			0
ruuerisky		9	-	100					34	 	1 onoticu	SH 5A 1 5			28
		9	-	100				17							49
				.00		<u> </u>				<u> </u>					1 .0
															33
		9		50						F-3 HAND ROD	Impact 1x34 - F	ight			0
Jorg		9		150		CALM			22	ARM PUNCH Impact	1×4 – Fight				14
		Ten		400											36
		9		100				12		SUN OWL	Blazing I	leat 3×14	3.	Long	83
									27						41
		Ten		300						F-1 TONFA	Impact 1:	×13 - Fight			0
Alexander		9		100		TENDUS				F-3 HAND ROD					0
		9		100								9			38
		9		200				13					3		79
			7	450					36	 					Five
		Ten		450		DARGETTE				CEMETERY		on 4× 5 - S	hort		20
Adam		Ten	 	300		PABOTTE				ARM PUNCH Impact					Ten
		Ten		500					27	PIZ-3 	Blazing I	leat 1×10	3.	Long	46
		Ten		350				12							81
		7	7						84						14
		Ten		450					48	BIZANT CN Penetrat	ion / Flame 4× 7	- Short			28
Adam		Ten		300		AVNIR			48	ARM PUNCH Impact	1×14 - Fight				0
		Ten		500					66						97
		Ten		350				15							139
Go to opponents • Missior			Тор												
• IVIISSIOI	-09 (PIL	ОТ				MACI	HINE				WEAP	ON		
			vel							Do du			AT		
		Le	vei		a					Body Bo	ay	L	AI		

Skill

Name

Attribute HP

L. Arm

L.Grip

Attribute

(Return x Attack) Bullet

UNIT

Fight

Short

• Mission 51
Epilog

others 💆

Note__
• Tips and tricks

Link

• @ wiki

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Up

Number of hits Currently 2
Today 2
Yesterday 3
Total: 1634

questionnaire
 2018-05-14
 Link Collection
 2016-04-17

Mission50/figure __
 Mission42/figure2_
 Mission42/figure __
 Mission41/figure __
 Mission38/figure __
 Mission30/figure __
 Mission10A/figure

Arena/Opponent M-26

• Arena/Opponent M-09

Name

State Fight Exp. Fight

2016-03-26
• menu
2016-03-20

<u>ÿ33</u>

<u>ÿ16</u>

2016-03-18

• Parts availability list

	Short Long Agility	Short Long Agility			ı	R. A	\dashv	R.Grip L. Shoulder R. Shoulder		Or <defender></defender>			Ag To
	6						30						П
	9	150					16 (SUST MG	Penetrat	ion 3× 4 - S	hort		1
Werewolf	9	150		ZOLA-3A	Penetration		24 A	RM PUNCH Impact	1× 5 – Fight				1
	12	850					townly Sour						
	9	150				19							
	8						33						\prod
	Ten	400					24 A	RM PUNCH Impact	1×5 – Fight				1
Jimmy	Ten	400		ZENITH	Penetration		\neg	RM PUNCH Impact					
	11	700					\neg	ONE		Heat 2×14	3.	Long	
	Ten	400				13							
							40						
-	8	400					42						∤
D	Ten	400		GALVO	Blazing Heat		\dashv	-3 HAND ROD Impa					∤├─
Demon.V	Ten	400		GALVO			-	RM PUNCH Impact	1× 6 – Fight	"0" 0			
-	11 Ten	700 400				14	30 V	v\$-20 		ÿ9ÿ - S	hield		$\left\{ \left - \right \right\}$
		.00							<u> </u>				
-	Ten	4000	First Lv1				45						+
Blacker	12	1000		017511	Blazing Heat		\neg	RM PUNCH Impact					∤
Bleaker	Ten	300		GIZEH			-	RM PUNCH Impact					╂├─
-	12	1000 200				12	34 E	ONE	Blazing	Heat 2×14	3.	Long	╂├
	9	200				12	_		<u> </u>				
	11						39						
	11	600			Penetration		24 L	EOSOCIAL	Penetrat	ion 4× 7 - S	hort		
Lich	12	800		HUSKY Mk.ÿ	Penenason		24 Å	RM PUNCH Impact	1×5 – Fight				_
	12	800					30						11_
	11	600				16		PIZ-3	Blazing	leat 1×10	3.	Long	
	12						48						Π
	12	1000					30 V	APOR MG	Penetrat	ion 4× 3 - S	hort		
Jango	11	650		VAPOR	Blazing Heat			APOR MG		ion 4× 3 - S			
	11	700					28						
	11	750				18							
	13		Stun Lv1				36						
Hansen	12			TEMPEST	impact		\dashv	RM PUNCH Impact					

Arena/Opponent M-43

<u>ÿ51</u> 2016-03-16

Epilog
 Mission 51
 Mission 50
 Mission 49
 Mission 48
 Mission 47

Flariocii	12	1000		3.00	54 F	-2 TONFA	Impact 1	x 26 - Fight		0
Hansen	13		Stun Lv1	CROF	96					45
	11	750			16					242
	11	700			42					169
Jango	11	650		PEREGRINE	180 B		Shock / Fla	me 1x59 – L	ong (Near/Far)	59
Jango	12	1000				RM PUNCH Impact 1				0
	12				84					14
	11	600			20					136
	12	800			54					87
Lich	12	800		CRABESANT II	$\overline{}$	IZANT CN Penetratio	n / Flame 4x 7	- Short		0
	11	600				IZANT CN Penetration				49
	11				66					0
		200								107
	9	200			20					107
Bleaker	Ten 12	300 1000		ORCUS ÿ	36 A 54	RM PUNCH Impact 1	x12 - Fight			71
Blooker	12			ODOLIO "		MPIRE		1×24 - Long		0
	Ten	4000	First Lv1		60					12
	Ten	400			19					187
Domon. v	11	700			60		1 chetrati	51. 5x22 - 31101t		97
Demon.V	Ten Ten	400		ZEARAID		MASHER Shock / Fla AP-66		ng (Near/Far) on 3×22 - Short		- 00
	8	400			84		1.04	(Na / 5)		66
	Ten	400			18					163
- Silling	11	700			60		- I Shotrati	9101		84
Jimmy	Ten	400		STORK		RM PUNCH Impact 1		on 3×22 - \$hort		0
	Ten	400				PM BUNCH Import	lv12 Fight			66
	8				72					13
	9	150			20					140
	12	850			54					91
Werewolf	9	150		BIZANT		IZANT CN Penetratio				0
	9	150			\vdash	IZANT CN Penetration	on / Flame 4x 7	- Short		49
	6				72					0
	12	1000			14					74
	12	800			36					46
	11	600			25 IE	BIS	Piercing	1×23 - Long		tendy from

12	800		48 I	F-2	? TONFA	Impact 1	x 26 - Figh	t		0
11	600		54 '	ws	S-14	-	ÿ12ÿ - S	hield		113
12	1000		19							158

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Mission 17 to 25

	n 17		ОТ				MACHINE)A/IT	ADON			LINUT
			.OT				MACHINE				WE.	APON			UNIT
		Lev	/el						Body	Body		AT			Fight
		Fight		Fight			Attribute H	IP	L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short	Exp.	Short	Skill	Name			R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
		Long		Long					Legs	L. Shoulder		<defender></defender>			Agility
		Agility	, ,	Agility			l n	love		R. Shoulder			<u> </u>		Total
		14	4						42						59
İ		14		1500	Double Lv1				30 F	F-3 HAND ROD Impac	1 1×34 - Fight				
Charly		12		1000		ZIGLE-6B				-3 HAND ROD Impac		 			0
,		12		800						V\$-14	-	ÿ12ÿ - S	hield		68
İ		Ten		400				17		WS-14	-	ÿ12ÿ - S	+		127
		1:	5						54						
-		13		1200						ARM PUNCH Impact 1	∨ 5 – Fight			+	0
Kenny		12		800		PABOTTE II				MPIRE		1×24 - Lon		 	-
rteriny		13		1200					42		1 leteling	XZ4 LOII	9		55
ŀ		12		800				15							84
		1	<u> </u>						48		<u> </u>				0
-		12		1000						.EO STAN	Penetrati	ion 4x 9 - S	Short		36
Snow Bird		15		1700		GALVO SV				MPIRE		1×24 - Lon			tently for
		12		800					36		1 letching	1X24 - LOII	9	+	65
ľ		12		900				14					\vdash		125
		1	7						51						7
-		12		800				_		GUCHI T7				,	
Smorker		16		2000		HUSKY Mk.IV		_				24 - Long	(near/far)	33
Sillorkei		12		1000		TIOSKI WK.IV		_		ARM PUNCH Impact 1	i	Heat 3x14	-		69
<u> </u>		12		1000				16	39 0		Blaziliy i	neal 3x14	3	Long	109
							<u> </u>					 			+
		1	B 						60				_		12
Fork		12		1000		GEIN			39 A	ARM PUNCH Impact 1	x 7 ÿ Fight				0
		17		2200					39 A	ARM PUNCH Impact 1		<u> </u>			36
		14		1500					30 E	GRET	Blazing I	Heat 2x21	3	. Long	74

		PIL	.ОТ				MACHINE					WE	APON			UNIT
		Lev	/el						Body		Body		AT			Fight
		Fight		Fight			Attribute F	IP	L. Arm		L.Grip		(Return x Attack)			Short
Name	State	Short	Ехр.	Short	Skill	Name	Attribute		R. Arm		R.Grip	Attribute	or	Bullet	Туре	Long
		Long	LAP.	Long					Legs		L. Shoulder		<defender></defender>			Agility
		Agility		Agility			I I	l love			R. Shoulder		<defender></defender>			Total
		Ten		500				16		\perp	EGRET	Blazing H	leat 2x21	3.	Long	122
		1	4						48	T						0
		14		1500					36 D	ΑF	RK HOG	Penetrati	on 4× 7 - S	hort		49
Charly		12		1000		ZIGLE-11A			36 D	ΑF	RK HOG	Penetrati	on 4× 7 - S	hort		0
		12		800					42							65
		Ten		400				17								114
		1:	5						54	T						29
		13		1200					42 F	-2	TONFA	Impact 1	x 26 - Figh	t		0
Kenny		13		1200		GALVO MRX			42 A	.RN	/ PUNCH Impact 1:	× 8 ÿ Fight				Sweetly Sturi
		12		800					42 \$	ųν	N OWL	Blazing H	leat 3×14	3.	Long	74
		12		800				16			SUN OWL	Blazing H	leat 3×14	3.	Long	127
		1	 6						66	T						Ten
		12		1000					54 G	GR/	AVE S	Penetrati	on 4× 8 - S	hort		32
Snow Bird		15		1700		GENEM			54 A	R۱	/I PUNCH Impact 1:	×10 - Fight				Ten
		12		800					54 P	1	i		leat 1×10	3.	Long	94
		12		900				16								146
		1	7						60	T						9
		12		800					48 10	311	CHI T502 Penetrati	on 1x28 - I on	na .			
Smorker		12		1000		CRABESANT				ı	/ PUNCH Impact 1:		9		N	28
		16		2000					48	r						89
		12		1000				16		Ī	WS-20	-	ÿ9ÿ - S	hield		126
		1.	4						96	T						0
		14		1500						LA	ME FOX	Flame he	at 1x43 - S	Short (nes	r)	62
Charly		12		1000		ZIKADE				┢	ANT CN Penetration			11011 (1100	,	
Oriany		12		800					60	F		7	Circit);	100
		Ten		400						r						162
									100							
		1:		1200					108	-						28
Kenny		13		1200		BONART				┢	M PUNCH Impact 1					0
		13		1200						R۱	M PUNCH Impact 1:	×16 - Fight				126
T		12		800					84							136

		PIL	.ОТ				MACHINE				WE	APON			UNIT
		Lev	/el						Body	Body		AT			Fight
		Fight		Fight					L. Arm	L.Grip		(Return x Attack)			Short
Name	a	Short		Short	Skill	Name	Attribute H	IP	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	/love		R. Shoulder		<defender></defender>			Total
		12		800				17							164
		16	3						120						35
		12		1000						F-2 TONFA	large and 4	.00 Finb			0
Snow Bird		15		1700		VASA						x 26 - Figh			0
SHOW BIID						VASA				RM PUNCH Impact	1×15 - Fight -	"00" 0			167
		12		800				40	96 F	TRE WALL		ÿ22ÿ - S	hield		
		12		900				16							202
		17	7						120						19
		12		800					72 A	NACONDA	Piercing	1×43 - Lon	9		0
Smorker		12		1000		MEARAID			72 A	RM PUNCH Impact	1×19 - Fight				49
		16		2000					180 \$	KULL	Blazing I	leat 3x24	3.	Long	143
		12		1000				18		SKULL	Blazing I	Heat 3x24	3.	Long	211
		4.6							400						20
		19		2222					120		-				20
		16		2000						GREY EYE		ion 3×22 - S	Short		66
Marty		12		1000		GROPPE SPV				ARM PUNCH Impact	1 x 20 - Fight				0
		12		1000					102			-			156
		15		1600				16							242
		17	7						120						20
		12		800					72 C	CIRCULAR	Impact 6	×13 - Short			78
Smorker		16		2000		PROZION			72 A	ARM PUNCH Impact	1 x 20 - Fight				42
		12		1000					$\overline{}$	SKULL		leat 3x24	3.	Long	143
		12		1000				16		SKULL		leat 3x24		Long	283
														j	
		19	9						168						35
		16		2000					132 F	-V-24	Penetrati	ion 5×11 - S	Short		55
Marty		12		1000		RATMOUNT			132 A	ARM PUNCH Impact	1×35 - Fight				37
		12		1000					108						234
		15		1600				18		SLAY	Blazing I	Heat 2x37	3.	Long	361

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	PILOT			MACHINE		WEAPON			UNIT
Name	Level	Skill	Name	Attribute HP Body	Body	Attribute AT Bullet	Туре		Fight

	State	Fight Short Long Agility	Ехр.	Fight Short Long Agility				Move	L. Arm R. Arm Legs		L.Grip R.Grip L. Shoulder R. Shoulder		(Return x Attack) Or <defender></defender>			Short Long Agility Total
		1		4000	Switch Lv1				54							0
		12		1000		000000	Blazing Heat	_		ŀ	LE SG		× 5 – Short	-		52
Fork		17		2200		GROPPE				SA -	LE SG	Impact 6	× 5 – Short			0
		14		1500				10	42	ŀ						74
		Ten		500				19								126
		1	8						66	П						19
		12		1000					54 A	٩R	M PUNCH	impact	1×11	ÿ Fight		0
Fork		17		2200		MOTH VR.5	Penetration		54 A	٩R	M PUNCH	Impact 1	×11 - Fight			43
		14		1500					60 G	GΦ	LDIAS	Blazing Heat	2×28	2	. Long	94
		Ten		500				16			PIZ-8	Blazing Heat	3×22	2	. Long	156
		1	8						96							0
		-		1000				<u> </u>			METERY 10	Baratast	1 45	Ole and		— I — —
Fork		12 17		1000 2200		ORCUS II	Penetration	_		ŀ	METERY-10		ion 4x15 - 3			83
FOIK						ORCUS II				-	OF CN	Penetration			+	20
		14		1500					721	טכ	NKEY 	Blazing Heat	3×20	2	. Long	113
		Ten		500				17								216
		2	0						144	П						26
		15		1600					96 F	-2	TONFA	Impact 1	x 26 - Figh	t		55
Fox		17		2200		CICADAÿ	impact		96 F	-V	24	Penetrat	ion 5×11 - 3	Short		0
		14		1400					114	ľ						182
		12		1000				16								263
									144							0
		16		2000				 		NIF.	OOS MG	Popetrat	ion 4×10 - 3	Short		70
Orden		15		1600		INDOS	Penetration				OOS MG		ion 4×10 - 3			
Oldell		17		2200		INDOO			120	1		Perietrat	OII 4x 10	SHOIL		195
		12		800					120	-			-	-		265
		12		000						Ц					ļ	200
									108	П						31
		16		2000					72 A	٩R	M PUNCH	Impact 1	x 18 - Figh	t		0
Bringer		15		1600		STORK Mk.IV	Blazing Heat		72 A	٩R	M PUNCH	Impact 1	x 18 - Figh	t		31
		17		2300					90 B	30	NE	Blazing Heat	2×14	3	. Long	136
		12		800				16			PIZ-8	Blazing Heat	3×22	 	. Long	198
Joe the Apach		handy			Speed Lv1 NC	VARAID Impact			126							19

Joe the Apach	samily from		Speed Lv1 PE	RZEA	Blazing Heat	156						0
	14	1500				12	BLACK PANTHER	Heatwave	3×33	3.	Long	442
	17	2200					BLACK PANTHER Blaz	 	3×33	3.	Long	266
Bringer	16	2000		BLIZZAIA II			ARM PUNCH		x 35 - Fight			57
	14	1500	Speed Lv1			144 L	LEO STAN B	Penetrati	on 4×21 - S	Short		84
	Search Tick					204						35
	12	800				20						333
	17	2200				120						214
Orden	15	1600		ZEROA			RATMOUNT MG Penetra	ation 4×17 - Sh	ort			0
	16	2000			impact		RATMOUNT MG Penetra					119
						156						0
	12	1000				18						277
-	14	1400				120						172
Fox	17	2200		ORGEL			TYPE65 CN 	Penetration /	Flame 3x2	0 - Short		0
_	16	2000	Switch Lv1				TYPE65 CN	Penetration /				105
			Switch Lv1			150						0
	Ten	500				16	DONKEY DX	Blazing Heat	3×25	2	Long	322
	14	1500				114		. Griotiati				182
Fork	17	2200		Type 67			PAP-66		on 3x22 - S			113
	12	1000	Switch Lv1				PAP-66	Penetrati	on 3×22 - S	Short		115
	18					132						0
	12	900				18						341
	15	1700				120						240
Snow Bird	12	800		BLIZZAIA			ARM PUNCH		x 35 - Fight			66
	12	1000				132 l	HEXAFIRE-Mkÿ penetrat	ion 1×66 - Lone	(far)			0
	16					180						35
	16	2000				16	FIRE WALL		ÿ22ÿ - Sł	nield		278
	16	2000				114	FIRE WALL	-	ÿ22ÿ - Sł	nield		192
Volcano	17	2200		S-ORCUS		90 /	ARM PUNCH	Impact 1	x 20 - Fight			0
	17	2200				90 F	PAP-66	Penetrati	on 3×22 - S	hort		66
						132						20
	16	2000				19						195
	14	1500				84						152
	17	2300				72 <i>l</i>	ARM PUNCH	Impact 1:	19 – Fight			0
	16	2000					PAP-55	Penetrati	on 4× 6 - S	hort		teacily hist
<u> </u>						<u> </u>						

					I	l					- I
	16	2000				96 E	BANISH II	Shock / Fla	me 1×86 – Lo	ong (Near/Far)	80
	17	2000				96 (GRAVE S II	Penetrati	on 4×20 - Short		86
	14					72					188
	16	2000				16					354
						168					0
	17	2200					TYPE67C MG	Donotroti	on 2x37 - \$hort		129
Volcano	17			TYPE 67C	impact		TYPE67C MG		on 2x37 - Short		0
Voicario	16			111 2 070		156		renetiati	JII 2x37 - 3HOIL		208
	16	2000				14					337
	10	2000				17	-				337
	26					174					0
	20	3000				132 1	MOSTRO ÿ SZ penetratio	n 4×24 - Shor	(near)		96
Blue Eye	12	1000		FLUGEL	Penetration	132 E	3OA-40	Shock / Fla	me 1x82 - Lo	ng (Near/Far)	82
	20	3000				180					237
	19	2600				16					415
	27					228					11
	20	3000					ARM PUNCH	impact	1×11 ÿ Figh	+	80
Brian	17			KORROD	Penetration		GRAVE S II		on 4×20 - \$hort	`	0
	16			RORROD			VS-14	-	ÿ12ÿ - Shield		178
	20	3000				16	WS-14	-	ÿ12ÿ - Shield		269
		0000							<i>y12y</i> 3 11314		
	17					120					0
	12	800			Blazion Host		BLACK STAR	Penetrati	on 4×19 - Short		124
Smorker	16	2000		PROZION		72 (GREY EYE	Penetrati	on 3×22 - Short		0
	12	1000				116					143
	12	1000				20					267
	16					120					0
	12	1000	Switch Lv1			70 (SLOSTER MG	Penetrati	on 4×45 - Short		131
Snow Bird	15			GLOSTER	impact		SLOSTER MG		on 4×45 - Short		0
	12					100		- Oriotrati	0.131		140
	12	900				12					271

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		PIL	.от				MACHINE			WE	APON			UNIT
	Level							Body	Body		AT			Fight
Name	C1-1-	Fight		Fight	Skill	Name Attr	ibute HP	L. Arm	L.Grip	Attribute	(Return x Attack)	Bullet '	Туре	Short
	State	Short	Exp.	Short				R. Arm	R.Grip		or			Long

	Long	Long				Legs	L. Shoulder					Agility
	Agility	Agility			ı	Move	R. Shoulder		<defender></defender>			Total
	26	6				108						45
	20	3000	Stun Lv2			60	F-2 TONFA	Impact 1	x 26 - Figh			0
Blue Eye	12	1000		FROST	Blazing Heat	60	F-2 TONFA	 	x 26 - Figh			0
	20	3000				72						one two three
	19	2600				14						168
						450		<u> </u>			<u> </u>	
	27					156	l					0
	20	3000			Penetration		WILDGOAT MG penet		 			105
Brian	17	2300		WILD GOAT		108	WILDGOAT MG penet	ation 3x20 -	Short (near	·)		0
	16	2000				138						201
	20	3000				19						306
	29	9				144						twinty five
	bently lack	3500				96	CATSRAY SG Impact	6× 4 – Short	(close)			beening four
Rocky	lacely from	3800		ARPEGGIO	Blazing Heat	96	ARM PUNCH Impact 1	×25 - Fight				37
	17	2100				120	RAGOS	Blazing	Heat 2×37	2.	Long	182
	18	2400				18						268
	29	3				30						0
}		3500	Switch Lv2				MØSTRO ÿ SZ penetra	tion 4×24	Short (poor)			168
Deals	Swelly No.	3800		ZOLA-3A	Blazing Heat		 	-	 			0
Rocky	17	2100		ZOLA-SA		34	MOSTRO ÿ SZ penetra	110H 4X24 - 3	short (near)			58
	17 18	2400				12						226
	16	2400				12						226

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														T	\neg
		PILO	Т				MACHINE				WEA	PON			UNIT
		Lev	el						Body	Body		AT			Fight
		Fight		Fight			Attribute H	ID I	L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short	Ì	Short	Skill	Name	Attribute II	Ϊ	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long			Mov		Legs	L. Shoulder		<defender></defender>			Agility
		Agility		Agility		Move			R. Shoulder		45010114017			Total	
							INIOVE								
		26							132						0
		14		1500					78 F	HEXAFIRE-Mkÿ penetrati	ion 1×66 - Lon	9			0
Long Bow		12		900		PRISOMEA	impact	impact		HEXAFIRE-Mkÿ penetrati	on 1×66 - Lon	9			115
		32		6000				90						152	
Long Bow		13		1200				20							267

		PILC	DΤ				MACHINE				WEA	PON			UNIT
		Le	vel						Body	Body					Fight
		Fight		Fight					L. Arm	L.Grip		AT (Return x Attack)			Short
Name	State	Short	F	Short	Skill	Name	Attribute H		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Exp.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	Move		R. Shoulder		<defender></defender>			Total
		2	7						132						0
		13		1200					84 T	YPE65 CN	Penetration	Flame 3x2	20 - Short		105
Rally		38		7600		Type 65			84 T	YPE65 CN	Penetration	Flame 3x2	0 - Short		0
		12		800					114						162
		11		600				20							267
		-							400						
		2:	9	0500					162						0
F		brenty two		3500		71110				EO STAN		ion 4× 9 - S	hort		84
Ford		lumiy ora		3300		ZINC			$\overline{}$	EMETERY-10 penetrat	ion 4×15 - Sho	rt			0
		beauty five		4300					144						198
		12		1000				14							282
		2	6						192						52
		14		1500					108 A	RM PUNCH	Impact 1	x 30 - Figh	ţ		0
Long Bow		12		900		TYPE 103			108 A	RM PUNCH	Impact 1	x 30 - Figh	ţ		157
		32		6000]				144 F	ARAINA	Blazing	leat 1x90	4.	Long	221
		13		1200				14		PARAINA	Blazing	leat 1x90	4.	Long	430
		2	7						204						61
		13		1200				\vdash		RM PUNCH	.				0
		38		7600		BLIZZAIA II			$\overline{}$	RM PUNCH		x 35 - Figh			99
Rally						BLIZZAIA II					Impact 1	x 35 - Figh	t		1
		12		800				40	156		6				266
		11		600				16		DONKEY DXÿ	Blazing	leat 1x99	4.	Long	426
		2	9						174						30
		beenly two		3500					108 F	IRE BIRD	Piercing	1×87 - Long	9		0
Ford		tunity ora		3300		FLUGEL			108 A	RM PUNCH	Impact 1	x 30 - Figh	t		144
		beauty five		4300					228 P	ARAINA	Blazing	leat 1x90	4.	Long	211
		12		1000				16		PARAINA	Blazing	Heat 1x90	4.	Long	385
		3	1						228		T				70
				2000					$\overline{}$		 				1
Ford		20		3000		BECASE				RM PUNCH		x 40 - Figh			50
Mobs		30		5500		PEGASE			-	RM PUNCH		x 40 - Figh			59
		4.4		3500				40	204 A	LBATROSS		leat 3x34		Long	292
		14		1400				16		ALBATROSS	Blazing	leat 3x34	3.	Long	421

		PILO	т				MACHINE				WEA	PON			UNIT
		Lev	rel						Body	Body					Fight
		Fight		Fight					L. Arm	L.Grip		AT (Return x Attack)			Short
Name	State	Short		Short	Skill	Name	Attribute H		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	Move		R. Shoulder		<defender></defender>			Total
		33	3						300						0
		Survey but		4000	Speed Lv3				140 G	SLOSTER MG	Penetrati	ion 4×45 - S	Short		131
Layla		30		5500		ALGEM	Penetration		140 G	SLOSTER MG	Penetrati	ion 4×45 - S	Short		0
		20		3000					200						314
		18		2500				19							445
		PILO	т				MACHINE				WEA	PON			UNIT
		Lev	rel						Body	Body					Fight
		Fight		Fight				[ι	L. Arm	L.Grip		AT (Return x Attack)			Short
Name	Stat	Short		Short	Skill	Name	Attribute H		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Exp.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	Move		R. Shoulder		<defender></defender>			Total
		36	6						240						0
				4000	Switch Lv3					V-24B+1	Penetrati	ion 5×21 - S	Short		188
Storm		36		7000		WOLF HEAD	Penetration			V-24B+2		ion 5×22 - S			33
		Servity hour		4000						/\$-14B+1	-	ÿ28ÿ ÿ S			340
		20		3000				hamely are		CRANE+1	Blazing H	Heat 3x33		. Long	561
		34							240						
		28		5000	Speed Lv3				$\overline{}$	VINEE-RR+2					110
Rain		28		4000		BLUE IRIS	Blazing Heat			V-24B+2		1×77 - Long			96
rain		teerily loui		4000		DEOL IIVIO				V-24B+2 /\$-14B+1	Penetrati	ÿ28ÿ ÿ S			340
		20		3000						CRANE+1	Blazing F	Heat 3x33		. Long	546
												- 5×50			
		35	5						240						45
		teenty list		4000		\\/\!\ \D_ \C \\	Blazing Heat			OCK JACK+2 Shock / F		.ong (Near/	(Far)		0
Oddeye		28		5000		WILD CAT				RM PUNCH+1 Impact 1					125
		28		5000				26	228 CI	RANE+2		Heat 3x34		Long	325
		20		3000				20		DONKEY DXÿ+2 Blaz	zing Heat 1×10	Q1 	4.	Long	495
		35	5		First Lv3				240						126
Charrie		36		7000	Stun Lv1	CLAVMORE	VOI		180 DI	ESTROYERS+2 Shock	/ Flame 1×72	Fight			0
Champ		20		3000		CLAYMORE Fe	VEI		180 DI	ESTROYERS+2 Shock	/ Flame 1×72	Fight			0
		beenly live		4000					228 W	/\$-14B+1		ÿ28ÿ ÿ S	Shield		355

		PILC	T				MACHINE				WEA	PON			UNIT
		Lev	/el						Body	Body					Fight
		Fight		Fight					L. Arm	L.Grip		AT (Return x Attack)			Short
Name	Ctoto	Short		Short	Skill	Name	Attribute H	IP	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			N	/love		R. Shoulder		<defender></defender>			Total
		20		3000				brendy two		WS-14B+1	-	ÿ28ÿ ÿ S	hield		481
		34	4						240						0
		20		3000					$\overline{}$	EXA G3+2	Piereina	1×82 - Lon			0
Gray		20		3000		CRUSADER				EXA G3+2		1×82 - Lon			143
Glay		36		7000		01100/13211			$\overline{}$	/\$-14B+1		ÿ28ÿ ÿ S	i		355
		20		3000						WS-14B+1	-	ÿ28ÿ ÿ S			498
		PILC					MACHINE				WEA	PON			UNIT
		Lev	/el						Body	Body		AT			Fight
		Fight		Fight			Attribute H	IP	L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short	Ехр.	Short	Skill	Name			R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
		Long		Long					Legs	L. Shoulder		<defender></defender>			Agility
		Agility		Agility			N	love		R. Shoulder					Total
		20	0						110						122
		18		2500	First Lv2 Double Lv2				60 D	ESTROYERS Shock / F	lame 1×70 – F	ight			0
Monk		12		1000		X-12			60 D	ESTROYERS Shock / F	lame 1×70 – F	ight			0
		12		1000					75 S	X-30	-	ÿ20ÿ - S	hield		146
		14		1500				20		SX-30	-	ÿ20ÿ - S	hield		268
									500						0
		12		1000						301XM SG+1	Impact 6	4 – Short			Marriy Stur
Manticore		18		2500		X-17		-Lar	ge Unit-	301XM CN+1 Penetra				ar)	
		18		2500				(No	Parts)		tion, riamo i	AZT Zong	(11041/11	4.7	271
		14		1300				15							316
		1	1		Guide Lv1				300						0
		9		0		V		-l ar	ge Unit-	301XN CN+1 Penetra	tion / Flame 1	x31 - Long	(Near/Fa	ar)	0
Chimera		13		1050		X-09		(No	Parts)						39
		13		1050						301XN MS+1	_	leat 3x21	5.	. Long	163
		12		775				15		301XN MS+1	Blazing I	leat 3x21	5.	. Long	202
		Te	en .		Double Lv3				110						63
Berserker		13		1200		X-01			60 F-	-3 HAND ROD+2 Impac	1×36 - Fight				0
		Ten		500					60 F-	-3 HAND ROD+2 Impac	1×36 - Fight				0

		PILO	Т			MACHINE				WEA	PON			UNIT
Name	State	Lev Fight Short Long Agility	Fight Short Long Agility	Skill	Name	Attribute F	L. R	Body . Arm . Arm Legs	Body L.Grip R.Grip L. Shoulder R. Shoulder	Attribute	AT (Return x Attack) Or <defender></defender>	Bullet	Туре	Fight Short Long Agility Total
		Ten	275					75 S	X-30	-	ÿ20ÿ - S	hield		146
		11	600				20		SX-30	-	ÿ20ÿ - S	hield		209
		Ten	1					110						26
		Ten	275	Guide Lv3				60 PS	SG-5	Piercing 1	l×36 - Long	9		0
Wizard		11	800		X-07			60 AI	RM PUNCH+1 Impact 1					36
		13	1200					75 S	X-30	-	ÿ20ÿ - S	hield		135
		Ten	400				20							197
		8						110						70
		13	1100					60 IR	ON LUMP	Impact 1	x 40 - Figh			0
Golem		9	100		X-05			60 IR	ON LUMP	Impact 1	x 40 - Figh			0
		Ten	350					75 S	x-30	-	ÿ20ÿ - S	hield		135
		11	550				bordy and							205
		15	5					110						87
		18	2500	Double Lv1				60 B-	-TUSK	Pierce 1×	50 – Fight			0
Ogre		Ten	500	First Lv1	X-28			60 B-	TUSK	Pierce 1x	50 – Fight			0
		Ten	475					75 S	x-30	-	ÿ20ÿ - S	hield		146
		12	825				Amen's some		SX-30	-	ÿ20ÿ - S	hield		233
								110						50
		16	1800	Speed Lv2				60 AI	RTASSAUT G penetrati	on 3×25 - Shoi	t			75
Dark Knight		18	2500		X-03			60 K	AGIROI	Impact 1	x 50 - Figh	t		28
		14	1500					75 G	OLDIAS	Blazing H	leat 2×28	2.	Long	135
		12	825				20		SX-30	-	ÿ20ÿ - S	hield		288
								110						26
		12	1000					60 H	EXA G3+2	Piercing	I×82 - Lon	9		0
Death		18	2500		X-13			60 AI	RM PUNCH+1 Impact 1					82
		20	3000					75						124
		14	1500				tunity and							232
		20)					110						0
Nightmare		12	875		X-14				EXA G3+1	Piercina 1	I×81 - Long	9		0
		Seattly two	3500					60 H	EXA G3+1		l×81 - Lon			141

		PILC	DΤ				MACHINE				WEA	PON			UNIT
		Le	vel						Body	Body		AT			Fight
		Fight		Fight			Attribute H		L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short		Short	Skill	Name	Attribute n		R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Ехр.	Long					Legs	L. Shoulder		<defender></defender>			Agility
		Agility		Agility			I I	Move		R. Shoulder		<defender></defender>			Total
		12		775					75 F	IRE WALL	-	ÿ22ÿ - S	hield		148
		14		1300				18		FIRE WALL	-	ÿ22ÿ - S	hield		289
									110						0
		13		1050	Switch Lv2				60 N	IAIL FIRE+1	Flame he	at 1x21 - S	hort (nea	ar)	84
Iflit		20		3000		X-21			60 J	OKER+1	Flame 1x	76 - Short	(near)		82
		20		3000					75 C	ERES	Blazing I	leat 2×47	2.	Long	124
		15		1650				18		CERES	Blazing I	leat 2×47	2.	Long	290
									110						101
		Seasolly Soul		4000	Stun Lv2				60 A	.RM PUNCH+1 Impact 1	1×26 - Fight				0
Dragoon		16		2000	First Lv2	X-24			$\overline{}$	X IMPERIAL Penetratio	_	- Fight			0
		13		1200					75 \$	X-30	-	ÿ20ÿ - S	hield		146
		16		2000				20		SX-30	-	ÿ20ÿ - S	hield		247
		2	8						110		<u> </u>				0
		16		2000	Switch Lv2					REY EYE	Penetrati	on 3×22 - S	Short		120
Demon		beetly list		4000	Speed Lv2	X-19				IOSTRO III		on 4×18 - S			47
		18		2500						ERES	Blazing I	leat 2×47		Long	135
		20		3000				19	$\overline{}$	SX-30	-	ÿ20ÿ - S	 	Ť	302
		3							110						0
		18		2500	Switch Lv2					V-24B	Popotrati	on 5×20 - S	hort		175
Shaman				4000	Speed Lv2	X-15				V-24B		on 5×20 - 8	-		0
Shaman		Security No.		4000						X-30	-	ÿ20ÿ - S	-		146
		18		2500				20	750	SX-30	-	ÿ20ÿ - S			321
												,=0, 0			-
		3	0						110						26
		18		2500					60 H	IEXA G3+2	Piercing	1×82 - Lon	g		0
Necromancer		Searcity Sout		4000		X-11			60 A	RM PUNCH+1 Impact 1	1×26 - Fight				158
		Seasoly Sout		4000					75 D	ONKEY DXÿ		leat 1x99		Long	136
		18		2500				19		SX-30+2	<u> </u>	ÿ22ÿ - S	hield		320
		3	0		Double Lv2				110						91
Druid		Servity Sour		4000	First Lv2	X-18			60 B	-TUSK+2	Pierce 1>	52 – Fight			0
		18		2500					60 B	-TUSK+2	Pierce 1>	52 – Fight			0

		PILC	т				MACHINE				WEA	PON			UNIT
		Lev	el						Body	Body		AT			Fight
		Fight		Fight			Assatisas I		L. Arm	L.Grip		(Return x Attack)			Short
Name	State	Short	_ [Short	Skill	Name	Attribute F	וייין 	R. Arm	R.Grip	Attribute	or	Bullet	Туре	Long
	State	Long	Exp.	Long					Legs	L. Shoulder					Agility
		Agility		Agility			ı	Move		R. Shoulder		<defender></defender>			Total
		beenly but		4000					75 \$	X-30+2	-	ÿ22ÿ - S	hield		148
		18		2500						SX-30+2	-	ÿ22ÿ - S			239
		30							110						26
				2500				\vdash		EVA COLO					0
10.00 all		18				V 00				EXA G3+2		1x82 - Lon	9		
Witch		beauty hour		4000		X-22		_		RM PUNCH+1 Impact 1					160
		territy tour		4000				40	130 D	ONKEY DXÿ+2 Flame I	leat 1×101			Long	135
		18		2500				19		SX-30		ÿ20ÿ - S	hield		321
		29	9						300						124
		36		7000	First Lv2 Double Lv2				190 X	-00 PUNCH+1 Penetrat	ion / Flame 1×	100 - Fight			0
Vampire		9		100		X-00 vamp			190 X	-00 PUNCH+1 Penetrat	ion / Flame 1×	100 - Fight			0
		9		100					240						368
		28		5000				teerty tive							492
		37	7						110						52
		32		6000	Speed Lv2			\vdash		RTASSAUT G+2 penet	ration 2v27 S	hort (noar)			81
Day		30		5500		X-03		\vdash		AGIROI+2	 				48
Roy		26		4500		X-03				X-30+2	Impact 1	x 52 - Figh ÿ22ÿ - S			136
		20		3500				19	753	CERES+1	Blazing	yzzy - 3 leat 2×48		Long	317
		Secretly land		-0000				13		- OLIKLOFF	Blazing i	Ical 2X46	2	Long	317
		28	3						110						42
		14		1450	Speed Lv2				60 F	V-24B+2	Penetrati	on 5×22 - S	Short		110
Rich		28		5000		X-20			60 K	-SABER+2	Impact 1	x 42 - Figh	t		Switch Sive
		tentity two		3500					75 \$	X-30+2	-	ÿ22ÿ - S	hield		136
		15		1650				20		DONKEY DX	Blazing I	leat 3x25	2.	Long	313

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ÿ Added from Mission 47

	, ,		,,,,,	1133101	·										
		PIL	от				MACHIN	NE			WI	EAPON			UNIT
		Lev	el						Body	Body		AT			Fight
Name		Fight		Fight	Skill		Name Attribute HP		L. Arm	L.Grip	Attributo	(Return x Attack)]	Short
	State	Short	Exp.	Short	SKIII		Name Auribute ne	e HP R. Arm R.Grip Attribute or	Bullet	Туре	Long				
		Long		Long		$\lceil \rceil$			Legs	L. Shoulder		<defender></defender>			Agility

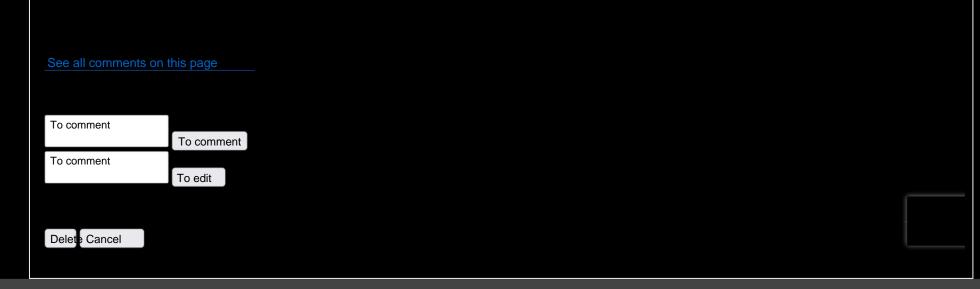
		Agility	Agil	ty		ľ	Move	R. Shoulder					Total
		3	1				999 -						0
		20	300	00									66
A	isha	20	300	00	S-Lady	Blazing Heat	-Large Unit- (No Parts)	SNOW MAN F	ame Heat 1:	<66 – Short	(near)		33
		20	300	00			(No rano)						638
		28	500	00			15	CRANE+1 Hea	t 3×33		3.	Long	737

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Body 🚄

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

ÿObtain (Shop): "+1" is available from the second playthrough onwards

			DF I	IP En	gine Weig	ht Int.Wea	pon		obtain	price
	name	Enhancement	НР	Defens	se	Heavy	Built-in Weapon SI	пор	others	price
CALM	Calm Body		8 2	24	55	12	None	-	Champ / Odd Eye	(260)
TENDUO			Ten	07		22.1				300
TENDUS	TENDAS BODY	+1 15	5	27	110	20 1	None	Mission 02ÿ		600
ZENITH	7 11 5 1		11	33	130	241	None	Minute 200	Storm/Rain	340
ZENITH	Zenith Body	+1 16	5	33	130	24 1	None	Mission 02ÿ		680
ZOLA-3A	7-1- 04 P-1-		11	30	140	22.1	None	Minute 200"		340
ZULA-3A	Zola 3A Body	+1 16	6	30	140	221	None	Mission 02ÿ		680
PABOTTE	Pabot Body		11	36	120	26.1	None	Mission 02ÿ		340
FABOTTE	Papol Body	+1 16	5	30	120	201	Notice	IVIISSIOTI UZY		680
GALVO	Galvo Body		13	42	130	28 1	None	Mission 04ÿ		400
GALVO	Galvo Body	+1 18	3	42	130	201	Notice	IVIISSIOTI 049		800
GIZEH	Jagged Body		13	45	120	30.1	None	Mission 04ÿ		400
GIZETT	Jagged Body	+1 18	3	40	120	301	Notice	Wission 049		800
HUSKY Mk.ÿ Husky	Mk ü Rody		13	39	140	261	None	Mission 04ÿ		400
TIOSKT WK.y TIUSK	/ Wik.y Body	+1 18	3	39	140	201	volle	Wission 049		800
VAPOR	Vapor Body		16	48	120	24 1	None	Mission 06ÿ	Mission 05B (1st round)	450
VAI OR	Vарог Бойу	+1 21		70	120	271	NOTICE .	Wildstoff Ody	Mission 05B (2nd round)	900
TEMPEST	Tempest Body		20	36	180	321	None	Mission 06ÿ		450
TEIWII EGT	Tempest Body	+1 25	5	50	100	52 1	10110	Wildstoff Ody	Mission 05B (3rd playthrough onwards)	900
PABOTTE ÿ Body			18	54	140	34.1	None	Mission09ÿ		460
TABOTTE y Body		+1 23	3	- 5 -	140	341	10110	Wissionosy		920
ZIGLE-6B	Jiggle 6B Body		18	42	180	26.1	None	Mission09ÿ		460
LIOLE 0B	olggic ob body	+1 23	3	-72		201	10110	I I I I I I I I I I I I I I I I I I I		920

name	Ethansament D	F HP E	ngine Wei	ght Int.Weapon		obtain	price
паше		HP Defe	nse	Heavy Built-in Weapon	Shop	others	price
GALVO SV Galvo SV Body		18 48	160	30 None	Mission09ÿ		460
CALVO GV Galvo GV Body	+1 23	+0	100	30 140110	Wildsionosy		920
LILICIZY MICINALIS AND IN DOCUMENT	2	20 51	165	30 None	Mission 00"	Grey	480
HUSKY Mk.IV Husky Mk.IV Body	+1 25	31	103	30 None	Mission09ÿ	Mission 11A (1st round)	960
VA I5	1	15	400	20 11-7-			490
VAJE Valle Body	+1 20	40	190	30 None	Mission09ÿ	Mission 11B (1st round)	980
71015 444		ety teo	000	22.1	10		540
ZIGLE-11A Jiggle 11A Body	+1 27	48	200	30 None	Mission 12~		1080
	-	mily two					540
GALVO MRX Galvo MRX Body	+1 27	54	180	34 None	Mission 12~		1080
		etly two					540
GEIN Gain Body	+1 27	60	170	38 None	Mission 12		1080
		ntly bas					600
GROPPE Grop Body	+1 29	54	220	32 None	Mission 12~		1200
		ntly faul					600
CRABESANT Club Sun Body	+1 29	60	200	36 None	Mission 12~		1200
	-	ntly last					600
GENEM Genem Body	+1 29	66	180	40 None	Mission 12~		1200
	2	26					660
MOTH VR.5 Moth VR.5 Body	+1 31	66	220	40 None	Mission 12~	Mission 14 (1st round)	1320
	3	30					680
BIZANT Byzant Body	+1 35	72	260	44 None	Mission 18~		1360
	3	30					680
CRABESANT ÿ Club Sun ÿ Body	+1 35	66	240	40 None	Mission 18~		1360
	2	28					700
ORCUS Orcus Body	+1 33	60	240	45 None	Mission 18~		1400
		28					700
STORK Stoke Body	+1 33	72	220	50 None	Mission 18~		1400
		28					700
AVENIR Abunir Body	+1 33	84	200	55 None	Mission 18~		1400
		32					800
ZEARAID ZEARAID BODY	+1 37	84	220	40 None	Mission 18~		1600
		32					800
FROST Frost Body	\vdash	108	200	60 None	Mission 18~	Minnion 24 (44)	1600
	+1 37	20				Mission 21 (1st round)	+
CROF Clover Body		96	220	50 None	Mission 24~		840
	+1 35						1680

Mission04-05
 ÿ 04A ÿ 04B y 05A ÿ 05B
 Mission 06
 Mission 07
 Mission 08
 Mission 09
 Mission 10-11

ÿ <u>10A</u> ÿ 10B ÿ <u>11A</u> ÿ 1<u>1B</u> • Mission 12 • Mission 13 Mission 14Mission 15 • Mission 16 • Mission 17 • Mission 18 • Mission 19 • Mission 20 • Mission 21 • Mission 22 • Mission 23-25 ÿ 23A ÿ 23B_ ÿ <u>24A</u> ÿ 24B ÿ <u>25A</u> ÿ 2<u>5B</u> • Mission 26 • Mission 27 • Mission 28 • Mission 29 • Mission 30 • Mission 31 • Mission 32

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		name		DF I	HP Eng	gine Weig	ht Int.Wea	арс	on	obtain		
				HP	Defens	se	Heavy	β	uilt-in Weapon Sh	юр	others	price
	DEDECRINE Boroa	rino Rody		32	84	240	45	No	ne	Mission 24~		880
	PEREGRINE Pereg	Tifle Body	+1 37	7	04	240	45	100	i i e	WIISSION 24~		1760
				30								880
	BONART	Bonato Body	+1 35	5	108	210	65	No	ne	Mission 24~		1760
				Swently five				Ħ				900
	ZELT	Zerth Body	+1 30		90	240	55	No	ne	Mission 18~		1800
				34				П				920
	ZIKADE	Tshikade Body	+1 39		96	260	48	No	ne	Mission 24~		1840
ŀ			113	32	\dashv			Н				920
	VASA	Versa Body	.4.0	=	120	220	60	No	ne	Mission 24~		
ŀ			+1 37					H				1840
	GROPPE SPV Grop	pe SP-V Body		34	120	220	70	No	ne	Mission 26~		980
			+1 39	9				\blacksquare				1960
	STORK Mk.IV Body			34	108	240	64	No	ne	Mission 26~		980
			+1 39)				Ц				1960
	ORCUS II	Orcus II Body		34	96	260	60	No	ne	Mission 26~		980
	ORCOS II	Olcus II Bouy	+1 39	9	30	200	00	110	i i c	WIISSION 20~		1960
	FROST HW Frost H	W Body		42 1	28	260	80	No	ne	-	Mission 14 (2nd playthrough)	(1000)
	MEADAID			36	400	000	0.4			Mineier 00		1100
	MEARAID	Mare Raid Body	+1 41		120	280	64	NO	ne	Mission 26~		2200
				36				П				1120
	CICADA II	Cicada II Body	+1 41		144	260	80	No	ne	Mission 26~		2240
				38				П				1200
	NOVARAID	Novalaid Body	+1 43	_	126	300	64	No	ne	Mission 26~		2400
ŀ				38				H				1200
	S-ORCUS	S Orcus Body	+1 43		132	280	68	No	ne	Mission 26~		2400
ŀ			+14		-			H				
	STREGA	Strega Body		38	150	320	75	No	ne	Mission 26~		1300
			+1 43									2600
	INDOS	Indian Body		40	144	300	70	No	ne	Mission 26~		1360
			+1 45	5								2720
	ARPEGGIO Arpeggi	io Body		40	144	300	70	No	ne	Mission 28~		1400
	ARFEGGIO Alpeggi	o bo uy	+1 45	5	177	300	70	NO	110	WIISSIOTI 20~		2800
				40								1400
	Type 65	Sakata Type 65 Body	+1 45	5	132	300	66	No	ne	Mission 28~		2800
				40								1400
	WILD GOAT Wild Go	oat Body +1	+1 45	_	156	320	76 1	6 None	lone	Mission 28~		2800
	PRISOMEA Brican	are Body		40 1	32	360	60	No	ne	Mission 28~		1500
	PRISOMEA Prisome	ere Body		40	5∠	360	60	NO	ile	IVIISSION 28~		1500

• Mission 51
Epilog—

others 🚄

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Today 1
Yesterday 0
Total: 1553

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Mission41/figure
Mission38/figure
Mission30/figure
Mission10A/figure

• Arena/Opponent M-26

A<u>rena/Opponent M-09</u>

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<u>ÿ33</u>

<u>ÿ16</u> 2016-03-18

• Arena/Opponent M-43 <u>ÿ51</u>		name
2016-03-16		
• E <u>p</u> il <u>og</u>		
• Mission 51	ZINC	Zinc Body
• Mission 50		
• Mission 49	Type 67	Sakata Type 67 E
• Mission 48		
• Mission 47	RATMOUNT Rat	mount Body
	ORGEL	Orgel Body
	BLIZZAIA	BRISAIA BODY
	PROZION	Prozion Body
	ZEROA	Zeroa Body
	TYPE 67C	Sakata 67 Type Impro
	FLUGEL	Flugel Body
	PERZEA	Perzea Body
	PIOUS	Pius Body
	BLIZZAIA ÿ BLIZ	ZAIA ÿ Body
	PEGASE	Pegasus Body
	TYPE 103	Sakata 103 Boo

name Entercom			DF HP E	Engine Wei	ght Int.Weapon		price	
	name	Enhancement	HP Defe	ense	Heavy Built-in Weapo	n Shop	others	price
		+1 45						3000
ZINC	Zinc Body		42 16	300	80 No ne	Mission 28~		1500
21110	Zinc Body	+1 47	10.	300	Jo None	WIISSIOTI 20~		3000
T 07	0.1.1.		42	2 360	70 None	Mission 35~		1580
Type 67	Sakata Type 67 Body	+1 47	13:	2 360	70 None	Wilssion 35~		3160
	. 5 . 1		42		201	1		1580
RATMOUNT Ratm	nount Body	+1 47	16	300	82 None	Mission 35~		3160
2225			42			1		1580
ORGEL	Orgel Body	+1 47	150	340	76 None	Mission 35~		3160
			46			1		1640
BLIZZAIA	BRISAIA BODY	+1 51	18	300	80 None	Mission 35~		3280
			44					1640
PROZION	Prozion Body	+1 49	12	400	70 None	Mission 35~		3280
			44					1640
ZEROA	Zeroa Body	+1 49	150	360	75 None	Mission 35~		3280
			46					1700
TYPE 67C	Sakata 67 Type Improved Body	+1 51	16	330	78 None	Mission 40ÿ		3400
			46					1700
FLUGEL	Flugel Body	+1 51	17	320	80 None	Mission 40ÿ		3400
			48					1780
PERZEA	Perzea Body	+1 53	15	420	74 None	Mission 40ÿ		3560
			40					1800
PIOUS	Pius Body	+1 45	12	440	60 None	Mission 35~		3600
			48					1800
BLIZZAIA ÿ BLIZZ	AIA ÿ Body	+1 53	204	320	90 None	Mission 40ÿ		3600
			50					1880
PEGASE	Pegasus Body	+1 55	228	340	96 None	Mission 44		3760
			50	 				1880
TYPE 103	Sakata 103 Body	+1 55	19:	2 420	74 None	Mission 44		3760
		++	52					1940
TYPE 150	Sakata 150 Body	+1 57	19:	2 440	74 None	Mission 44		3880
			52					1960
ZELIA	Zelia Body	+1 57	204	400	78 None	Mission 44		3920
		+	60					1980
NUMSEKAR Num	skull Body	+1 65	220	320	85 None	Mission 44		3960
TYR	Terran Body	+	50 204	440	80 None	Mission 44		2000
1.110	- remain body	ш	30 204	7770	00 149110			2000

	name			HP En	gine Weig	ht Int.Weapon		obtain		
	name		НР	Defen	se	Heavy Built-in Weap	on Shop	others	price	
		+1 55	5					Mission 20 (2nd round)	4000	
VALS	Dala Dada		52	240	380	88 None	Mission 49~		2100	
VALS	Bals Body	+1 57	7	240	360	88 Notice	WIISSIOTI 49~		4200	
TYPE 105	Online 105 Darks		52	216	400	78 None	Mission 49~		2100	
TYPE 105	Sakata 105 Body	+1 57	7	216	400	78 None	Wission 49~		4200	
	Karalı Badı		52	228	400	90 None	Mission 49~		2200	
KORROD	Karok Body	+1 57	7	228	400	90 None	Wission 49~	Mission 20 (3rd playthrough and after)	4400	
VALIANT	V II . 15 . 1		54	324	400	92 None	Mission 49~		2280	
VALIANT	Valiant Body	+1 59	9	324	400	92 None	Wission 49~		4560	
51,000			54	000	400	00 N	Mississ 40		2280	
ELDOS	Erdos Body	+1 59)	228	420	80 None	Mission 49~		4560	
1051 5111051	ENIQ II DODY		60	050	4.40	75 No. 1	Mississ 40		2300	
IGEL EINS H IGEL	EINS H BODY	+1 65	5	250	440	75 None	Mission 49~		4600	
75117111			58	212	400				2400	
ZENITH V	Zenith V Body	+1 63	3	240	460	70 None	Mission 49~		4800	
BUNTON	PHANTOM Phantom Body		48		504			Mission 50 (1st round)	(2500)	
PHANTOM		+1 53	3	220	500	64 None		Mission 50 (2nd playthrough and on	wards) (5000)	

Up

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Computer

• <u>Body</u> • Arm L

• Arm R

Legs_Backpack

Large mobile weapons

ITEM 👱

• Item

MISSION 👱

• Mission 01

• Mission 02 Mission 03 ÿComputerÿBodyÿArm LÿArm RÿLegsÿBack Pack | Large Mobile Weapon

Legs 🚄

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

ÿObtain (Shop): "+1" is available from the second playthrough onwards

normal

Hover

tank

• tire

normal 🚄

			DF	HP En	gine Move	Weight			Туре		obtain	
	name	Enhancement	HP	Defens	se Move He	аvу Тур	e Shop				others	price
CALM	Calm Legs		9 :	21	0	12	13	No	rmal	- Champ	/ Odd Eye (220)	
TENDUS	Totalog		Ten		0	12	40.			00		240
TENDUS	Tendus Legs	+1 15	5	beedy tour	0	12	181	NC	rmal Mission	02 ~		480
ZENITH	Zenith Leg		13	26	0	12	20.1	No	rmal Mission	02 -	Storm/Rain	260
22.11111	Zeriitii Leg	+1 18	3	20	Ů	12	201		IIIIai Wiissioii	02 ~		520
ZOLA-3A	7ala 24 Laga		14		0	14	10	No	rmal Mission	02		260
ZOLA-SA	Zola 3A Legs	+1 19)	Searchy Sour	0	17	101		imai iviission	02 ~		520
PABOTTE Pabot	Log		12	27	0	12	22.1		rmal Mission	02		260
PABOTTE Pabot	Leg	+1 17	7	21	U	12	22 1	NO	IIIIai Wiissioii	02~		520
GALVO	Garbo Legs		15	32	0	14	22.1		rmal Mission	04		280
GALVO	Gaibo Legs	+1 20)	32	U	14	22 1	NO	IIIIai Wiissioii	04 ~		560
GIZEH	Jagged Legs		14	34	0	12	24.1		rmal Mission	04		280
GIZEN	Jagged Legs	+1 19)	34	U	12	241	NO	IIIIai Wiissioii	04~		560
HUSKY Mk.ÿ Hus	la (Mk ii Logo		16	30	0	14	20.1		rmal Mission	04		280
HUSKT WK.y Hus	iky ivik.y Legs	+1		30	U	14	201	NO	IIIIai Wiissioii	04 ~		560
VAPOR	Vapor Logo		18	28	0	16	20.1		rmal Mission	06		300
VAPOR	Vapor Legs	+1 23	3	20	0	16	20 1	NO	imai wission	00~		600
TEMPEST Leg			20 :	36	0	12	30 1	No	rmal Mission	06 ~		300

		DF HP E	ngine Mov	e Weigh	t		Туре		obtain	pries
name		HP Defe	nse Move I	Heavy Ty	pe Shop				others	price
	+1 25					Γ				600
7101 5 00 71 1 00 1		hamily had		40		Ī.				320
ZIGLE-6B Zigle 6B Leg	+1 27	30	0	16	24	No	rmal Missior	09 ~		640
		20				T				320
GALVO SV Galvo SV Leg	+1 25	36	0	14	26	No	rmal Missior	09 ~		640
		20				T			Grey	340
HUSKY Mk.IV Husky Mk.IV Legs	+1 25	39	0	16	26	No	rmal Missior	09 ~		680
		15				t				340
VAJE Valle Leg	+1 20	32	0	16	22	No	rmal Missior	09 ~		680
	 	28	 			┢				380
ZIGLE-11A Zigle 11A Leg	+1 33	36	0	16	30	No	rmal Missior	12~		760
	1135		+			┝				380
GALVO MRX Galvo MRX Legs	+1 29	42	0	16	34	No	rmal Missior	12~		760
	-	20	+			┞				
GEIN Gain Leg	\vdash	20 48	0	14	38	No	rmal Missior	12~		380
	+1 25		-			┞				760
GROPPE Grop Leg	\vdash	32 42	0	18	34	No	rmal Missior	12~		400
	+1 37	+	-			Ļ				800
CRABESANT Club Sun Leg		28 48	0	16	38	No	rmal Missior	12~		400
	+1 33					L			Mission 14 (1st round)	800
GENEM Genem Leg	Ŀ	54	0	16	42	Nc	rmal Missior	12~		400
CENTEN CENTEN ECG	+1 29			10	72		7111ai Wissioi	12.		800
MOTILIVE 5 Moth VE 5 Log	:	32 60	0	16	40		rmal Missior	40		420
MOTH VR.5 Moth VR.5 Leg	+1 37	60		16	40	INC	imai wissior	12~		840
	:	34				Γ.				450
ORCUS Orcus Leg	+1 39	54	0	18	38	No	rmal Missior	118 ~		900
	:	32				Γ				450
STORK Stoke Leg	+1 37	60	0	16	32	No	rmal Missior	18~		900
		30	 			T				450
AVENIR Avnir Leg	+1 35	66	0	14	40	No	rmal Missior	18~		900
	-	40				t				480
ZEARAID ZEARAID Legs	+1 45	60	0	18	36	No	rmal Missior	18~		960
	-	36								500
FROST Frost Legs		72 41	0	14	45	No	rmal Missior	18~		
		_								1000
PEREGRINE Legs		40 60	0	18	40	No	rmal Missior	24~		540
	+1 45									1080
BONART Bonato Leg		38 84	0	16	46	No	rmal Missior	24~		540

Mission 04-05
ÿ 04A ÿ 04B __
ÿ 05A ÿ 05B __
Mission 06
Mission 08
Mission 09
Mission 10-11
ÿ 10A ÿ 10B __
ÿ 11A ÿ 11B __
Mission 12
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Mission 15

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2000		DF I	HP En	gine Move	Weight		Туре		obtain	pries
name	Enhancement	НР	Defens	se Move H	eavy Typ	e Shop			others	price
	+1 43	3								1080
ZIKADE Tshikade Leg		42	66	0	18	40		0.4		580
ZIKADE Tshikade Leg	+1 47	,	00	U	18	42	Normal Mission	24~		1160
		40]			580
VASA Vasa Leg	+1 45	5	96	0	16	48	Normal Mission	24~		1160
		30								600
GROPPE SPV Groppe SP-V Leg	+1 35	5	102	0	16	50	Normal Mission	26~		1200
		32								600
STORK Mk.IV Stork Mk.IV Leg	+1 37	,	90	0	16	46	Normal Mission	26~		1200
		34								600
ORCUS ÿ Orcus ÿ Leg	+1 39	,	78	0	18	44	Normal Mission	26~		1200
		32								630
ZELT Zelto Leg	+1 37	,	72	0	12	42	Normal Mission	18~		1260
		36								640
MEARAID Legs	+1	41	90	0	18	42	Normal Mission	26~		1280
		34								660
CICADA ÿ CICADA ÿ Leg	+1 39	,	114	0	16	60	Normal Mission	26~		1320
	T	36								680
S-ORCUS S-ORCUS Leg	+1	41	96	0	18	46	Normal Mission	26~		1360
FROST HW Frost HW Legs		53 1	103	0	14	60	Normal	-	Mission 21 (2nd round	l) (700)
		36								700
NOVARAID Novaraid Legs	+1	41	96	0	18	42	Normal Mission	26~		1400
		39								800
Type 65 Sakata 65 Leg	+1 44		114	0	18	54	Normal Mission	28~		1600
		38								840
PRISOMEA Prisomere Leg	+1 43	\dashv	108	0	18	44	Normal Mission	28~		1680
		38								860
ZINC Zinc Legs	+1 43	\rightarrow	144	0	14	50	Normal Mission	28~		1720
		44					++			880
Type 67 Sakata 67 Leg	+1 49	\rightarrow	114	0	16	54	Normal Mission	35~		1760
		40					+			900
BLIZZAIA BRIZZAIA LEGS	+1 45	\rightarrow	144	0	14	60	Normal Mission	35~		1800
		44								900
PROZION Prozion Leg	+1 49	\rightarrow	116	0	18	50	Normal Mission	35~		1800
	+1 49	42								
ZEROA Zeroa Leg		-	120	0	16	58	Normal Mission	35~		900
	+1 47									1800

• Mission 51
Epilog—

others 🚄

Note
Tips and tricks

Up

Number of hits 👱

Mission50/figure
Mission42/figure2
Mission42/figure
Mission41/figure
Mission38/figure
Mission30/figure
Mission10A/figure

• Arena/Opponent M-26

A<u>rena/Opponent M-09</u>

2016-03-26 • menu 2016-03-20

<u>ÿ33</u>

<u>ÿ16</u> 2016-03-18

Currently 1
Today 1
Yesterday 0
Total: 744

• Parts availability list

Arena/Opponent M-43	
ÿ51	
2016-03-16	
• Epilog	
• Mission 51	
• Mission 50	
Mission 49	

Mission 48
 Mission 47

		DF	HP En	gine Move	e Weigh	t		Туре		obtain	price
name	Enhancement	HP	Defen	se Move H	łeavy Ty	pe Shop				others	price
STREGA Strega Legs		48	120	0	12	57 (Norm	nal Mission	26~		910
Onega 2095	+1 5	3	120	ŭ		57		iai iviissioii	2011		1820
TYPE 67C Sakata 67 type modified leg		48	132	0	16	70 1	Norm	nal Mission	40-		940
TTFE 070 Sakata 07 type mounieu ieg	+1 5	3	102	ŭ	10	701		iai iviissioii	40~		1880
BLIZZAIA ÿ BLIZZAIA ÿ Leg		46	180	0	16	90.1	Norm	nal Mission	40		1000
BLIZZAIA Y BLIZZAIA Y Leg	+1	51	100	- O	10	001		iai iviissioii	40~		2000
PERZEA Perzea Leg		48	132	0	18	60 1	Norm	nal Mission	40-		1000
FERZEA Ferzea Leg	+1 5	3	132	U	10	001	NOITI	iai iviissioii	40~		2000
PEGASE Pegasus Legs		48	204	0	16	961	Norm	nal Mission	44		1140
PEGASE Pegasus Legs	+1 5	3	204	U	10	00 1	NOITI	iai iviissioii	44~		2280
TVDE 102 Calcata 102 Law		50	144	0	18	641	Norm	nal Mission	44		1140
TYPE 103 Sakata 103 Leg	+1 5	5	144	U	10	04 1	NOIIII	iai iviissioii	44~		2280
TVDE 450 College 450 Loc		52	156	0	18	62.1	Norm	nal Mission	44		1220
TYPE 150 Sakata 150 Leg	+1 5	7	156	U	10	02 1	NOIIII	iai iviissioii	44~		2440
ZELIA Zelia Leg		52	180	0	18	70.1		nal Mission	4.4		1240
ZELIA Zelia Leg	+1 5	7	180	U	16	701	Norm	iai iviission	44~		2480
DIOLIC B: I		50	06	0	20	45.		-1.84::-	25		1260
PIOUS Pius Legge	+1 5	5	96	U	20	45 (Norm	al Mission	პ 5∼		2520
V/41.0		50	000		40	24			40		1300
VALS Bals Leg	+1 5	5	228	0	16	94 1	Norm	nal Mission	49~		2600
TVDE 405.0 1 4 405.1		52	400		40	70.			40		1300
TYPE 105 Sakata 105 Leg	+1 5	7	192	0	18	701	Norm	nal Mission	49~		2600
AND MOST CAR ALL IN INC.		75	470		4.4	24					1386
NUMSEKAR Numskull Legs	+1 8)	176	0	14	64 (Norm	nal Mission	44~		2772
		52	040		40	00			40		1400
KORROD Karok Leg	+1 5	7	216	0	16	98 1	Norm	nal Mission	49~		2800
NALIANIT NA II AA		52	240	0	16	00		nal Mission	40		1500
VALIANT Valiant Legs	+1 5	7	240	0	16	96 1	Norm	iai Mission	49~		3000
51500		54									1500
ELDOS Erdos Leg	+1 5	9	204	0	18	72 (Norm	nal Mission	49~		3000
T) (D		50									1600
TYR Terran Legs	+1 5	5	180	0	20	90 l	Norm	nal Mission	44~		3200
		58									1600
TYNA II Terran II Legs	+1 6	3	200	0	16	90 l	Norm	nal Mission	49~		3200
		75	000								1610
IGEL EINS H Igel Eins H Leg	+1 8	0	200	0	18	57 (Norm	nal Mission	49~		3220

		DF	HP En	gine Move	Weight			Туре			obtain	
name	Enhancement	НР	Defen:	se Move H	eavy Typ	e Shop					others	price
ZENITLINI Z III. X/ L		56	228		20	70.				40		2000
ZENITH V Zenith V Leg	+1	61	228	0	20	701	40	rmal Missio	n	49~		4000

Up

Hover 🚄

name			DF I	HP En	gine Move	Weight	Туре			obtain	
	name	Enhancement	HP	Prever	ntion Heav	y Type S	hop			others	price
ADDECCIO A			38	120	0	18	70 1	Hover Missio	20		800
ARPEGGIO AI	peggio Leg	+1 43	3	120		10	761	lover iviissioi	11 26 ~		1600
ODOEL L			42	400		4.0	00.1		. 05		880
ORGEL Legs		+1 47	7	120	0	16	801	Hover Missio	n 35 ~		1760
FLUORI Flori			46	450		4.0	400				940
FLUGEL Fluge	el Legs	+1 51		156	0	16	1001	Hover Mission	n 40 ~		1880
CODIMIT Cod			38	110	0	20	90.1	Hover Missio	25		1000
GODWIT God	wit Legs	+1 43	3	710	0	20	80 1	nover iviissioi	1135 ~	Mission 38 (1st round)	2000
DUANTOM DE			48	200		16	00.1		_	Mission 50 (1st round)	(1980)
PHANTOM Ph	lamom Leg	+1 53	3	200	0	16	901	Hover		Mission 50 (2nd playthrough and onw	ards) (3960)

<u>Up</u>

tank 👱

			DF I	IP Eng	gine Move	Weight	Туре			obtain	price
	name	Enhancement	НР	Defens	se Move H	еаvу Тур	e Shop			others	price
0.450151			18	40			20				320
GAROLE Legs		+1 23	3	42	Ten	14	30 18	ank Missior	109 ~		640
BIZANT Legs			30 5	54	Ten	16	34 Ta	ank Missior	18 ~		440

		DF	HP En	gine Move	: Weigh	Туре					obtain	nvina
name		HP	Defen	se Move H	eavy Ty	pe Shop					others	price
	+1 35	5										880
CROF Clow Lea		38	72	15	16		ļ.			0.4		520
CROF Clow Leg	+1 43	3	12	15	16	44	Ia	nk Missi	on	24		1040
OUDC Hardana		35	62		16	40.	Į.			40		550
OURS Urs Legg	+1 40)	62	Ten	10	42	Ia	nk Missi	on	12	Mission 11B (2nd round	<mark>d)</mark> 1100
INDOC		36	400	20	18	50.	Ţ			00		740
INDOS Indos Legs	+1 41		120	20	18	50	la	nk Missi	on	26 ~		1480
040015 :: 0 1 :: 1		44	00		40		Γ					750
GAROLE ÿ Garole ÿ Leg	+1 49)	80		16	45	la	nk Missi	on	28 ~		1500
		36	400				Γ					820
WILD GOAT Wild Goat Legs	+1 41		138		16	64	la	nk Missi	on	28 ~		1640
		40	450		40				Ī			880
RATMOUNT Ratmount Leg	+1 45	5	156	30	12	70	la	nk Missi	on	35~		1760

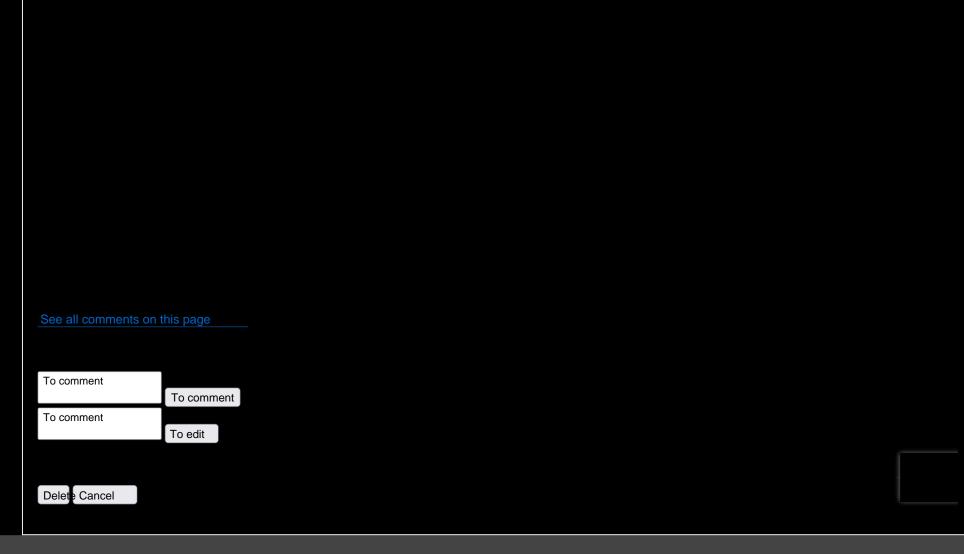
tire ∠

			DF	HP Er	ngine Mov	e Weigh	t Type		obtain	
n	ame		НР	Defer	se Move H	leavy Ty	pe Shop C	ther		price
CDARECANT :: CI.	h Cun II I an		28	60	15	14	20.7	Tira Minain	10	440
CRABESANT ÿ Clu	b Sun II Leg	+1 33	В	60	15	14	32	ire Missior	1 18 ~	880

<u>Up</u>

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Q Search "Legs" in Wiki



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• Body .

• Arm L

• Arm R

Legs _ Backpack

Large mobile weapons

ITEM 🚄 Item

MISSION 💆

Mission 01

 Mission 02 • Mission 03

1

Arm L 🚄

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

ÿComputerÿBodyÿArm_LÿArm RÿLegsÿBack Pack | Large Mobile Weapon |

ÿObtain (Shop): "+1" is available from the second playthrough onwards

* [x]: Shoulder setup not possible

• PUNCH

• MG (machine gun)

• SG (Shotgun)

• FT (Flame Thrower)

• BZ (Bazooka)

• CN (Canon)

PUNCH

			DF I	HP Hit	Weight		Int.Wo	eapon AT Hi	lit A	attribute			obtain	
	name						Built-in	n Weapons						price
			нР	defens	e heavy		kinds	Cycle >	×At	ttack Attribute		shop	others	
									\top		П			
CALM	Calm Arm		9 1	19 45		8 AF	RM PUNCH (case)	7	80	Shock	Ц		Champ / Odd Eye	(140)
			12					Four						150
TENDUS	Tendus Arm	+1 17		22 5	57	18 AF	RM PUNCH (rank)	Five	3	80 <mark>\$hock</mark> Missior	n 0	2 ~		300
			14					Five					Storm/Rain	160
ZENITH	Zenith Arm	+1 19		24 6	50	18 AF	RM PUNCH (rank)	6		82 <mark>\$hock</mark> Missior	h 0	2 ~		320
			15			П		Four			П			160
ZOLA-3A	Zola 3A Arm	+1 20		22 6	52	16 AF	RM PUNCH (case)	Five	3	83 \$hock Missior	h ()	2 ~		320
			13					Five						160
PABOTTE	Pabot Arm	+1 18		25 5	58 2	20 AR	RM PUNCH (rank)	6		81 \$hock Missior	ի ()	2 ~		320
			16					Five						200
GALVO	Galvo Arm	+1 21		25 6	52 :	20 AR	RM PUNCH (rank)	6		82 <mark>\$hock</mark> Missior	n 0	4 ~		400
			15					6						200
GIZEH	Jagged Arm	+1 20		26 6	51 2	24 AR	RM PUNCH (case)	7	3	81 \$hock Missior	ի 0	4 ~		400

			DF I	HP Hit Weight			Weapon				obtain	
	name					Туре	AT Hi	t Attr	ibute			р
			НР	defense heavy		kinds	t-in Weapons Cycle ×	Atta	k Attribute	shop	others	
			17				Five					
HUSKY Mk.ÿ Husky	Mk.ÿ Arm	+1 2	2	24 63	18 AR	M PUNCH (rank)	6	83	Shock Mission	1 04 ~		
			Swelly Seco				6					
TEMPEST	Tempest Arm	+1 2	7	24 60	26 AR	M PUNCH (case)	7	84	Shock Mission	1 06 ~		\top
PABOTTE II	Pabot II Arm		laminy from	33 63	25 4 5	M DUNCUL (see als)	7	00	Charle Mississ			
PABOTTETI	Pabot II Arm	+1 2	8	33 63	25 AR	M PUNCH (rank)	8	80	Shock Mission	1 09 ~		
7101 5 00			learnity liver				6					
ZIGLE-6B	Jiggle 6B Arm	+1 2	9	30 66	24 AR	M PUNCH (case)	7	84	Shock Mission	1 09 ~		
			luncity loco				7					
GALVO SV	Galvo SV Arm	+1 2	7	36 64	26 AR	M PUNCH (case)	8	82	Shock Mission	1 09 ~		
			Sweetly Sour				7				Grey	
HUSKY Mk.IV Husky	/ Mk.IV Arm	+1 2	9	39 65	26 AR	M PUNCH (case)	8	82	Shock Mission	1 09 ~		\top
			15				Five					\top
VAJE	Valle Arm	+1 2	o l	28 70	20 AR	M PUNCH (rank)	6	80	Shock Mission	09 ~		\top
			26				7					
ZIGLE-11A	Jiggle 11A Arm	+1 3	1	36 70	24 AR	M PUNCH (case)	8	80	Shock Mission	12~		
			Swerrily Stour				8					\top
GALVO MRX GALV	O MRX Arm	+1 2	9	42 68	28 AR	M PUNCH (rank)	9	82	Shock Mission	12~	Mission 14 (1st round)	
			lawity too				Ten					
GEIN	Gain Arm	+1 2	7	48 66	32 AR	M PUNCH (case)	11	80	Shock Mission	12 ~		\top
			28				9					
GROPPE	Grop Arm	+1 3	3	42 72	28 AR	M PUNCH (rank)	Ten	82	Shock Mission	12 ~		\top
			26				9					
CRABESANT Club S	Sun Arm	+1 3	\vdash	48 70	30 AR	M PUNCH (rank)	Ten	82	Shock Missior	12 ~		
			batedy floor				Ten					
GENEM	Genem Arm	+1 2	9	54 68	32 AR	M PUNCH (case)	11	82	Shock Missior	12 ~		
			28				11					
MOTH VR.5	Moss VR.5 Arm	+1 3	\vdash	54 70	31 AR	M PUNCH (case)	12	82	Shock Mission	12~		
			30				12					
CRABESANT ÿ CLA	BESANT ÿ ARM	+1 3	\vdash	42 70	30 AR	M PUNCH (rank)	13	80	Shock Missior	18 ~		
			34				12					
ORCUS	Orcus Arm	+1 3	\vdash	36 74	28 AR	M PUNCH (rank)	13	82	Shock Missior	18 ~		
			30				13					
STORK	Stoke Arm	+1 3	\vdash	42 72	30 AR	M PUNCH (rank)	14	82	Shock Missior	18 ~		+

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Mission 47Mission 48Mission 49Mission 50

			DF	HP Hit	Weig	jht			Type	Int.Weap	on AT Hit	Attr	ibute		obtain	
	name									Built-in Weap	ons					price
			НР	defens	se hea	avy			kinds	C)	cle ×	Attac	k Attribute	shop	others	
AVENIR	Avnir Arm		28	48	70	,	2	N D M	PUNCH (case)		14	90	Shock Mission	10		350
AVENIK	AVNII AIM	+1 33	3	40		3	52 F	ARIVI	PUNCH (case)		15	80	Shock Mission	18 ~		700
ZEARAID	Zeraid Arm		36	48	74	,			DUNCH (seed)		13	00	Shock Mission	10		380
ZEARAID	Zeraio Ami	+1 41		40			.8 /	ARIVI	PUNCH (rank)		14	80	Shock Mission	18 ~		760
FROST	Frost Arm		32	60	72	,		\ BM	PUNCH (case)		15	90	Shock Mission	10		380
	FIOSI AIIII	+1 37	7			3	94 /	ARIVI	TPUNCH (case)		16	00	BHOCK WIISSION	10 ~		760
PEREGRINE Pereg	arino Arm		34	48	74	٠	,	\ BM	PUNCH (rank)		15	90	Shock Mission	24		400
PEREGRINE Peleç	gille Ami	+1 39	9	40	(+	3	0 /	ARIVI	I PUNCH (IAHK)		16	00	BHOCK WIISSION	24 ~		800
BONART	Bonato Arm		30	72	72	,			DUNCH (real)		16	00	Shock Mission			400
BONART	Bollato Allii	+1 35	5	12		3	50 A	ARIVI	PUNCH (rank)		17	82	Shock Mission	24 ~		800
ZIKADE	Tability de Asse		36	60	76				I DUNOU (****!)		15	00	Shock Mission			440
ZIRADE	Tshikade Arm	+1 41		00	10	3	5U <i>F</i>	ARIVI	PUNCH (rank)		16	82	Shock Mission	24 ~		880
VASA	\/a-ra-a-A-ra-a		32	84	7.4	,			I DUNCU (reals)		15	00	Charle Minnion	24		460
VASA	Versa Arm	+1 37	7	04	(4	3	58 F	ARIVI	PUNCH (rank)		16	80	Shock Mission	24 ~		920
CROPPE CDV C	CD \/ A		32	84	74				DUNCH (real)		20	00	Ob a state of the			480
GROPPE SPV Gro	ppe SP-V Arm	+1 37	7	84	(4	4	.0 /	ARIVI	PUNCH (rank)		handy and	82	Shock Mission	26 ~		960
OTODICAM NA			34	70	70				I BUNGUL (18	00				480
STORK Mk.IV Arm		+1 39	9	72	(6	3	54 F	ARM	PUNCH (case)		19	82	Shock Mission	26 ~		960
000101	0 "		36	00.	70				I BUNGUL (1)		18	20				480
ORCUS II	Orcus II Arm	+1 41		60	/8	3	50 /	ARIM	PUNCH (rank)		19	80	Shock Mission	26 ~		960
751 T	Zouth Amer		29	60.	70				I DUNOU ()		Ten	00	Observato Addissociation			495
ZELT	Zerth Arm	+1 34	1	63		3	51 /	ARIM	PUNCH (case)		11	80	Shock Mission	18 ~		990
MEADAID			36	70							19					500
MEARAID	Mare Raid Arm	+1 41		72	80	3	32 F	ARM	PUNCH (case)		20	82	Shock Mission	26 ~		1000
010484 !!			32	22							20					520
CICADA II	Cicada II Arm	+1 37	7	96	(4	4	4 /	ARM	PUNCH (rank)		,	84	Shock Mission	26 ~		1040
FROST HW	Frost HW Arm		48 9	90 74		4	5 A	ARM	PUNCH (rank)		15 8	4 Sh	nock	-	Mission 14 (2nd playthrough)	(580)
NOVADALB	New Poid		40	70	00		Į		I DUNOU 4		20					580
NOVARAID	Nova Raid Arm	+1 45	5	78	6Z	3	54 F	ARM	PUNCH (case)		Marris	80	Shock Mission	26 ~		1160
C ODCI IO	20		38	00	70				I BUNGULA		20					580
S-ORCUS	S Orcus Arm	+1 43	3	90	/b	3	56 F	ARM	PUNCH (rank)			82	Shock Mission	26 ~		1160
PDIOCHE!	Di:		40	7.0					I BUNGULA		Sentify Secu	~				690
PRISOMEA	Plisomere Arm	+1 45	5	78	86	3	88 F	ARM	PUNCH (rank)		Santraly From	82	Shock Mission	28 ~		1380
ARPEGGIO	Arpeggio Arm		40 9	96 68		4	8 /	ARM	PUNCH (rank)		25 86	6 Sh	ock Mission 28	3 ~		700
		rii														

• Mission 51
Epilog

others 🔼

Note

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<u>ÿ16</u> 2016-03-18

• Parts availability list

 Arena/Opponent M-43 Int.Weapon DF HP Hit Weight ÿ51 AT Hit Attribute Type 2016-03-16 HP defense heavy shop Epilog kinds Cycle x Attack Attribute • Mission 51 +1 45 26 Mission 50 ZINC 102 78 48 ARM PUNCH (rank) hock Mission 28 ~ Zinc Arm Mission 49 +1 47 26 • Mission 48 20 **STREGA** Strega Arm 105 72 42 ARM PUNCH (case) 80 \$ Shock Mission 26 ~ Mission 47 +1 48 **ORGEL** 80 Shock Mission 35 ~ Orgel Arm 108 70 58 ARM PUNCH (case) +1 51 36 50 35 BLIZZAIA 132 76 BRIZIA ARM 64 ARM PUNCH (rank) Shock Mission 35 ~ 76 🛊 +1 55 36 50 20 **PROZION** Prozion Arm 72 84 48 ARM PUNCH (rank) 84 Shock Mission 35 ~ +1 55 46 35 **FLUGEL** 132 70 Flugel Arm 68 ARM PUNCH (rank) 82 hock Mission 40 ~ +15 48 ZEROA 108 80 50 ARM PUNCH (rank) Zero Arm 80 hock Mission 35 ~ +1 5\$ 35 48 BLIZZAIA II BRIZIA II ARM 144 78 70 ARM PUNCH (rank) hock Mission 40 ~ +1 53 36 50 PERZEA 96 82 50 ARM PUNCH (rank) Perzea Arm hock Mission 40 ~ +1 55 26 50 40 PEGASE 156 80 Pegasus Arm 72 ARM PUNCH (rank) hock Mission 44 ~ +1 55 52 30 **TYPE 103** Sakata 103 Type Arm 108 82 50 ARM PUNCH (rank) 82 Shock Mission 44 ~ +1 5 52 30 TYPE 150 120 84 50 ARM PUNCH (rank) 82 Shock Mission 44 ~ Sakata 150 type arm +1 57 52 35 ZELIA 132 82 62 ARM PUNCH (case) Shock Mission 44 ~ Zeria Arm 82 \$ +1 5 36 45 **PIOUS** 84 70 34 ARM PUNCH (case) Pius Arm 80 Shock Mission 35 ~ +1 50 26 68 NUMSEKAR NUMSEKAR Arm 154 90 48 ARM PUNCH (rank) 90 hock Mission 44 ~ +1 7\$ 46 50 40 VALS Bals Arm 180 \$2 74 ARM PUNCH (rank) 84 hock Mission 49 ~

+1 55

52 144 84

62 ARM PUNCH (case)

40 82 Shock Mission 49 ~

TYPE 105

Sakata 105 Arm

others

1400

700

1400

715

1430 750

1500

800

1600

800

1600

800

1600

820

1640

880

1760

880

1760

900

1800

900

1800

960

1920

980

1960

990

1980

1089

2178

1100

2200

1100

		DF	HP Hit Weight		Int.W	Veapon				obtain	
					Туре	AT H	it Att	ribute			
name					Built-i	in Weapons					price
		нР	defense heavy		kinds	Cycle ×	Atta	ck Attribute	shop	others	
	+1 57	7				41					2200
		52				45					1200
VALIANT Valiant Arm	+1 57	7	192 82	78 ARI	M PUNCH (rank)	46	88	Shock Mission	n 49 ~		2400
		54				40					1200
ELDOS Erdos Arm	+1 59	9	156 84	64 ARI	M PUNCH (rank)	41	82	Shock Mission	n 49 ~		2400
		46				36				Mission 50 (1st round)	(1200)
PHANTOM Phantom Arm	+1 5		160 88	52 ARI	M PUNCH (rank) [x]	37	88	Impact		Mission 50 (3rd and subsequent odd-numbered	d laps) (2400)
		68				40					1265
IGEL EINS H IGEL EINS H ARM	+1 73	3	175 72	42 ARI	M PUNCH (case)	41	90	Shock Mission	n 49 ~		2530
		56				44					1300
ENITH V Zenith V Arm	+1 6		180 86	60 ARI	M PUNCH (rank)	45	86	Shock Mission	1 49 ~		2600
		52				99				Mission 47 (2nd round)	(19000)
DRAGON HANDS Dragon Hand Arm	+1 57	7	120 98	80 DR	AGON_H (rank) [x]	100	98	penetration		Mission 47 (3rd playthrough and after)	(38000)

<u>Up</u>

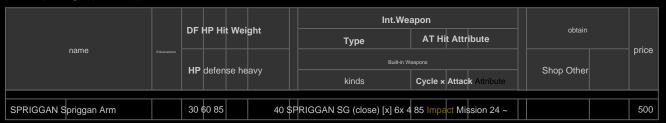
MG (machine gun) 👱

	name		DF I	HP Hit	Weight		Int.Weap	on AT Hi	t Attr	ibute		obtain		
	name		HP	defense	e heavy		Built-in Wear					shop	others	price
							kinds	Cycle ×	Attac	k Attribute				
						_					_			
VAPOR Vapor	Arm		16	30 70		23 V	VAPOR MG (close) [x]	4× 3 7	2 per	etration Missi	on 06 ~			220
INDOS	Indos Arm		40 ′	08 76		46 II	INDOS MG (close) [x]	4×10 9	0 pe	etration Miss	ion 26ÿ			640
WILD GOAT W	ild Goat Arm		40 -	08 68		50 Y	WILDGOAT MG (Near) [x] 3x20 7	2 Penet	ratior	Mission 28~				700

					Int.Wea	pon						
	DF	HP Hit	Weight		Туре	AT I	lit Att	ribute		obtain		
name	ш	datana			Built-in We	apons				ahan	ath ava	price
	пР	delens	se heavy		kinds	Cycle	× Atta	ck Attribute		shop	others	
BIZANT ÿ Arm	38	150 55	59	5 BIZ	ZANTÿ MG (near) [x]	8× 6	65 pen	etration Missior	η φ	2~ (2nd playthrough and after)		740
RATMOUNT Ratmount Arm	44	120 72	62	2 RA	TMOUNT MG (near) [x] 4x17	74 Pe	netrati	on Mission 35	5~			750
TYPE 67C Sakata 67 Type Modified Arm	48	108 72	60	0 T Y	PE67C MG (near) [x]	2×37	74 pe	netration Mis	siç	on 40ÿ		800
VAMPIRE Vampire Arm	44	130 78	90	0 VA	MPIRE MG (near) [x]	5×14	78 pe	netration Mis	sic	on 40ÿ		1000
ÿÿÿÿÿ Terran Arm	50	108 90	60	О ўў	ÿÿÿ MG (nearby)	4×25	99 pe	netration Mis	sio	on 44ÿ		1000
KOROK ARM	52	168 84	68	8 KC	ROD MG (nearby)	4×23	82 pe	netration Miss	siç	on 49ÿ		1180
KOROK II Arm	49	200 90	70	О уў	ууууу MG (near)	8×10	75 per	etration Mission	n 1	2~ (2nd playthrough and after)		1250

<u>Up</u>

SG (Shotgun)



Up

FT (Flamethrower) 👱

							Int.We	eapon				
	name	DF I	1P Hit	Weig	jht 		Туре	AT Hit	Attribute		obtain	price
·	lailic	ШΒ	defens	o hos			Built-in V	Weapons			Shop Other	price
		ПЕ	uerens	e nec	ıvy		kinds	Cycle × A	ttack Attribute		Shop Other	
										_		
BOGGART B	ogart Arm	50 1	70 90		90	р	GGART FT (near) [x] 1x80	90 Flame	Mission 49~			1500

Uр

BZ (Bazooka) 👱

			DFI	HP Hit	Weig	ht	Int.Wea	pon			,		obtain	
							Туре	AT	Hit	Attı	ribute			.
	name Entraconnect			defen			Built-in We	apons					Chan Othar	price
			пР	derens	se hea	ivy	kinds	Cycl	e ×	Atta	ck Attribute		Shop Other	
HORNET I	fornet Arm		30 5	50 70		36	HORNET BZ (Near) [x] Near/Far (1-5)	1×2	25 7	0 Sh	ock / Flame Mi	iss	sion 12~	350
SPHINX S	ohinx Arm		44 ′	100 70		70	SPHINX BZ (Near) [x] Near/Far (1-5)	1×5	8 7	0 lm	pact / Hot Miss	sio	n 35ÿ	950



CN (Canon)

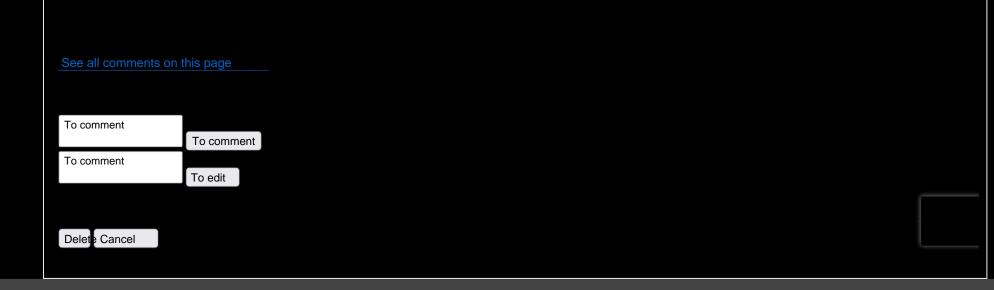
CIV (Callott)								
				Int.	Weapon			
	DF I	HP Hit Weight		Туре	AT Hit At	tribute	obtain	
name	ш	dafaraa baasas		Buil	It-in Weapons		Chan Othan	price
	пР	defense heavy		kinds	Cycle × Att	ack Attribute	Shop Other	
BIZANT Arm	30 4	18 74	36 B	IZANT CN (near) [x] 4x 7	74 Penetrati	on / Flaming Mis	ssion 18~	360
CROF Arm	30 5	54 70	38 C	ROF CN (nearby) [x]	5× 7 80 pe	enetration / Flam	ing Mission 24~	400
TYPE 65 Sakata 65 Arm	40 8	34 70	46	YPE65 CN (Near) [x] 3x2	20 74 Penetra	tion / Flaming M	ission 28~	700
TYPE 67 Sakata 67 Arm	48 9	6 70	54	YPE67 CN (Near) [x] 2x3	34 74 Penetra	tion / Flame Mis	sion35~	750

<u>Up</u>

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Level

			State Exp.	LVUP Bonus		Fight			Short			Long	Link	
	_		Fight	Fight	Skill									
Code Nam	ne lype		Short	Short	SKIII	04			0	0		A // I -		Joining date
			Long	Long		Stun L	ouble Fir	st Duei	Switch	Speed Gu	iae Link i	Attack		
			Agility	Agility										
			3	LV1- LV11- LV21- LV31- LV41-									Fight: 1500 or	
Storm Short				15 20 25 30 35 28 37 46 55	Fire	1500 3000	1500 3000	1500 3000	1000 2000	1000 2000	1000 2000	3000	Short: 1500 or Long: 1500 or	
			9 0	15 20 25 30 35		4500	4500	4500	3500	3500	3500		Fight: 1000 Short: 1000 Long: 1000	
			9 200 17	24 31 38 45									Agility: 1000	
Rain		Short Agility		LV1- LV11- LV21- LV31- LV41- 15 20 25 30 35 17 24 31 38 45	From	1500 3000 4500	1500 3000 4500	1500 3000 4500	1000 2000 3500	1000 2000 3500	1000 2000 3500	3000	Fight: 1500 or Short: 1500 or Long: 1500 or	Mission01
				15 20 25 30 35 17 24 31 38 45									Fight: 1000 Short: 1000 Long: 1000 Agility: 1000	
			9 0	LV1- LV11- LV21- LV31- LV41-		1500	1500	1500					Fight: 1500 or Short: 1500 or	
Champ Fight			9 0	13 16 19 22 25	Five	3000 4500	3000 4500	3000 4500	5000 7000	5000 7000	×	×	Long: 1500 or	After Mission 03
				15 20 25 30 35									Fight: 1000 Short: 1000 Long: 1000	
			9 0	17 24 31 38 45									Agility: 1000	
Oddovo		Short	9 0	LV1- LV11- LV21- LV31- LV41- 15 20 25 30 35	5 30	000	×	×	1500 3000	1500 3000	1500 3000	700	Fight: 1500 or Short: 1500	After Mission 03
Oddeye		Long		17 24 31 38 45					4500	4500	4500	700	or Long: 1500	Arter Iviission os

		Level State Exp.	LV	/UP Bonu	ıs			Fight			Short		Long	Link	
		Fight		Fight		Skill									lateta de
Code Name Type		Short		Short		SKIII	Q1 D	and to Final							Joining date
		Long		Long			Stun D	ouble First	Duel Sw	itch Spe	ed Guide L	ink Attack			
		Agility		Agility											
		9 0	17 24 31 38 45	5										Fight: 1000 Short: 1000	
		9 0	15 20 25 30 35	ō										Long: 1000 Agility: 1000	
		Five	LV1- LV11- L\	V21- LV31- L\	/41-									Fight: 1500 or	
		9 200 15 20	25 30 35											Short: 1500 or	
Gray	Long	9 200 15 20	25 30 35			Five	×	7000 x		1500 3000 4500	1500 3000 4500	1500 3000	700	Long: 1500 or	Mission09
		10 500 19 28	37 46 55							4500	4500	4500		Fight: 1000 Short: 1000	
		9 100 15 20	25 30 35											Long: 1000 Agility: 1000	
		Level	1.	/UP Bonu	10						Chart			Link	
		State Exp.		OF BOIL				Fight			Short		Long	LIIIK	
On the Name of Taxan		Fight		Fight		Skill									Joining date
Code Name Type		Short		Short		JORIII	Q D	and to Figure							Joining date
		Long		Long			Stun D	ouble First	Duei Sw	itcn Spe	ea Guiae L	INK Attack			
		Agility		Agility											
		1	LV1- LV11- L\	V21- LV31- L\	/41-										
		9 0	13 16 19 ў ў												
Hepaist Agility		9 0	13 16 19 ў ў						-						Mission 29 to 37
		9 0	13 16 19 ў ў												
		9 0	17 24 31 ў ў												
		28	LV1- LV11- L\	V21- LV31- L\	/41-										
		18 2500 ÿ ÿ	37 46 55												
Roy (ÿ)	ALL	22 3500 ÿ ÿ ;	37 46 55			Five	2500 2500	2500 2500	2500 2500	5000	×	Lv2	3500	×	Mission 35 to 38
		22 3500 ÿ ÿ :	37 46 55												
		16 2000 ÿ ÿ	37 46 55												
(*) Roy's initial status	will cha	nge depending	on the batt	tles in Mis	sions 31	and 34									

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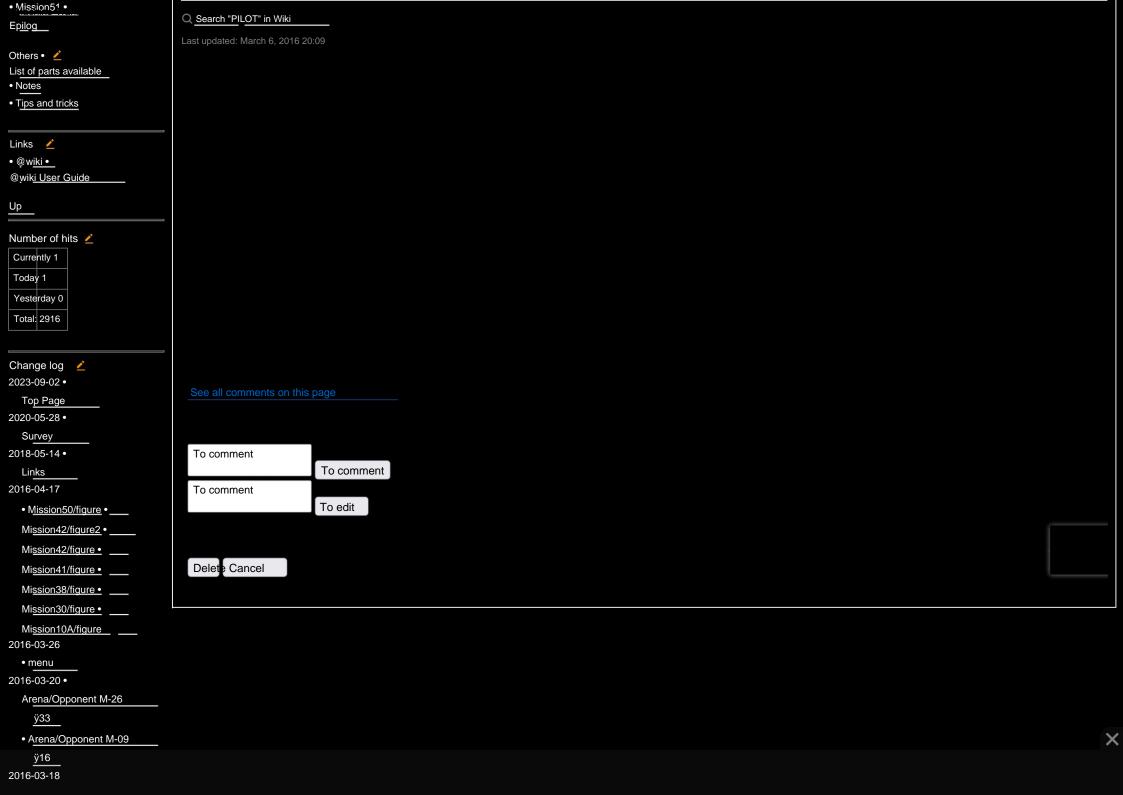
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Computer

• <u>Body</u> • Arm L

• Arm R

 Legs Backpack

Large mobile weapons

ITEM 👱 Item

MISSION 👱 Mission 01

• Mission 02

Mission 03

ÿComputerÿBodyÿArm LÿArm RÿLegsÿBack Pack | Large Mobile Weapon |

Back Pack 4

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

Item Range Engine Weigh

		item ita	iige Liig	ne weight				
па	me	Item Rang	e			shop	others	price
Chipmunk		0	0	20	10 Mis	sion09ÿ	Grey Mission 11B (1st round)	400
Race Horse		1	0	30	10 Mis	sion 18ÿ		500
Cervus		2	1	40	10 Mis	sion 24ÿ		600
Tiger	Tigre	2	1	50	10 Mis	sion 26ÿ		700
Elephas		3	1	60	10 Mis	sion 35ÿ		800
Bison	Bison	3	2	70	10 Mis	sion 40ÿ		900
Squalo		Four	2	80	10 Mis	sion 44ÿ		1000
Bag Worm		Four	2	90	10 Mis	sion 49ÿ		1100
na	me	Item Ra	nge Eng	ne Weight			obtain	price
i i a	me	Item Rang	e		Weight	shop	others	price
Riff	Riff	0	0	0	20 Mis	sion 41ÿ		5200
	TXIII	R	epair Function		20 10113			0200

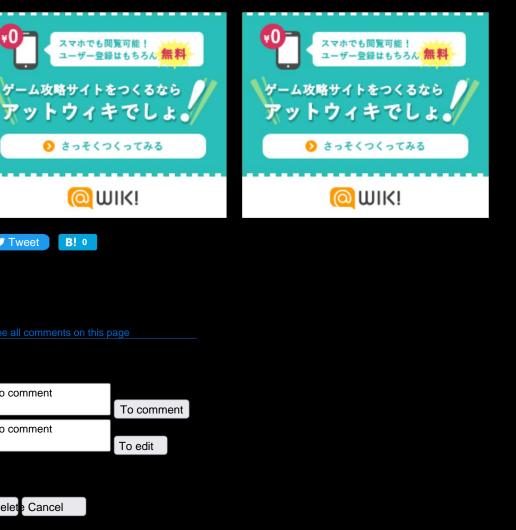
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Computer

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- PILOT
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- Skill

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- Grip _ Shoulder

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- Computer
- <u>Body</u> Arm L
- Arm R
- Legs _Backpack
- Large mobile weapons

ITEM 👱

Item

MISSION 👱

- Mission 01

Mission 02 • Mission 03

ÿComputerÿBodyÿArm LÿArm RÿLegsÿBack Pack | Large Mobile Weapon |

Computer **Z**

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

	Fight S	hort Long	g Agility		obtain		
	name	Fighting	g Close Ra	ange Eva	sion Shop	others	price
Clock Doubler M Cloc	k Doubler	7	7	7	7	- Storm / Rain / Champ / Odd Eye (150)	
ADD	AES SI-053	0	30	2	0 Mis	sion 02ÿ	160
Zera	Zela ZR-06St	8	8	8	8 Mis	sion02ÿ	160
RP	Logos RG-0404	14	7	9	2 Mis	sion 02	160
Licorne	Licorne AX-7	Ten	Ten	Ten	10 Mis	sion 06 ~ Gray	180
Rayon	Leon EL-002	2	30	8	0 Mis	sion 06ÿ	180
OCHAA	Pyura HR-BL	14	8	Ten	8 Mis	sion06ÿ	180
Meteor	Meteor VG-15PR	6	36	16	16 Mis	sion09ÿ	200
Sechvie	Zephy WST-288	0	40	8	16 Mis	sion09ÿ	200
AZGZA	Kardia KG-A2	Swindy Secu	Ten	Ten	22 Mis	sion09ý	200
Calor	Carol SI-088	20	20	20	20 Mis	sion 12ÿ	240
Crier	Crea NC-168	28	28	28	28 Mis	sion 12ÿ	300
Esxaton	Eskaton ZR-15	34	34	34	34 Mis	sion 18 ~	360
Gigas	Gigas RG-0433	30	38	38	30 Mis	sion 18ÿ	360
ALTMNP	Axioma AX-5	38	30	30	38 Mis	sion 18 ~	360
Argento	Argento AGT-44	38	40	42	40 Mis	sion 18 ~	400
Ruido	Ruido EL-007	44	38	38	40 Mis	sion 18 ~	400
ÿÿÿÿÿ	Spira HR-RD	46	46	46	46 Mis	sion 24 to Mission 20 (1st round): Conditions apply	440
AMACHI	Altea VG-15TO	50	42	42	50 Mis	sion 24 ~	440
Teros	Telos WST-28Exx	42	50	50	42 Mis	sion 24 ~	440
Lips	Lipis KG-E6	54	46	46	54 Mis	sion 24 ~	500
Quo	Cuo NC-268	46	54	54	46 Mis	sion 24 ~	500
OAZANM	Parion ZR-28	38	60	84	42 Mis	sion 26 ~	560
Shinx	Sphanks RG-067	72	40	46	66 Mis	sion 26 ~	560

	name			ng Agilit			obtain	F
) (-	asion Shop		others	
Virgo	Virgo AX-3	54	70	60		ssion 26 ~		
Saphir	Saphir AGT-88	60	72	68		ssion 26 ~		+
Eclair	Eclair EL-009	70	66	66		ssion 28 ~		_
VNSTA	Costa HR-BR	64	70	72		ssion 28 ~		+
VGA	Vega VG-15CH	72	68	68		ssion 28 ~		+
Erfolg	Airvolk WST-48	68	72	72	68 Mis	ssion 28 ~		_
Hapsis	Hapsis KG-X8	72	72	72	72 Mi	ssion 35 ~		\perp
Fraxion	Fraxion NC-368	76	74	70	68 Mis	ssion 35 ~		
Ordeina	Ordina ZR-46	70	74	74	70 Mi	ssion 35 ~		\perp
Verseau	Verso RG-04zz	72	78	76	70 Mi	ssion 35 ~		
Glans	Glance AX-1	99	53	99	53 Mi	ssion 35 ~		
Potencia	Potencia HR-YL	53	99	53	99 Mi	ssion 35 ~		
Mezzo	Mezzo VG-15LL	96	72	72	72 Mi	ssion 40 ~		
Eicos	Aeco WST-489	72	96	72	72 Mi	ssion 40 ~		
Elwakt	Elwacto NC-548I	72	72	96	72 Mi	ssion 40 ~		
Alga	Arga AX-0	72	72	72	96 Mi	ssion 40 ~		
Proximo	Proximo VG-15KY	80	80	80	80 Mi	ssion 40 ~		
Gang	GANTZ WST-982	82	82	82	82 Mi	ssion 44 ~		T
Kainon	Kainon NC-862	84	80	80	84 Mis	ssion 44 ~		\top
Terna	Tana RG-0645	80	84	84	80 Mis	ssion 44 ~		\top
Willens	Virens WST-98x	98	82	82	82 Mi	ssion 49 ~		Τ.
Oysto	Oist RG-0689	82	98	82	82 Mi	ssion 49 ~		
Dreifachn	Dry Fan WW -4	82	82	98	82 Mi	ssion 49 ~		<u> </u>
Hellsee	Helzeen WW-66 82		82	82	98 Mis	ssion 49 ~		ϯ.
Evolocion	Evolution WW-87 98		82	82	98 Mis	ssion 49 ~		Τ.
	Fata RG-0624z	81	99	99	81	Mission 49 ~		┿
ATTA		98	97	99	99	-	Mission 50	

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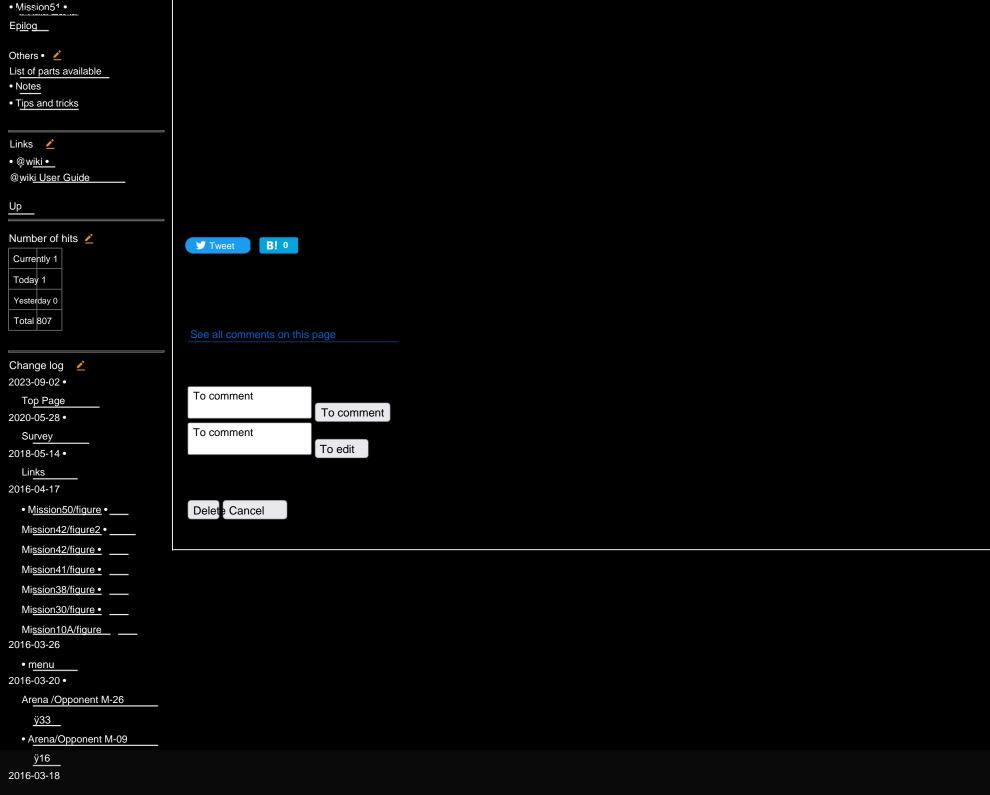
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Mission04-05
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ÿ <u>10A ÿ</u> 10B <u>ÿ</u> 11A ÿ 11B • Mission12 • Mission13 • Mission14 • Mission15 • Mission16 • Mission17 • Mission18 • Mission19 • Mission20 • Mission21 • Mission22 • Mission23-25 24A ÿ 24B ÿ 25A ÿ 25B- Mission26 • Mission27 •---Mission28 • -Mission29 • Mission30 • Mission31 • Mission32 • Mission33 • Mission34 • Mission35 • Mission36 • Mission37 • Mission38 • Mission39 • Mission40 • Mission41 • Mission42 • Mission43 • 4 • Mission45 • Mission46 • Mission47 • Mission48 •

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X

Arena/Opponent M-43

ÿ51

2016-03-16

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Grip

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Mission 02

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ÿGripÿShoulderÿ

Grip 🚄

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

Acquired (Shop): "+1" is available from the second playthrough onwards, "+2" is available from the third playthrough onwards

• RD (Rod)

• KN (Knuckle)

• PB (Pile Bunker)

• MG (machine gun)

• SG (Shotgun)

• RF (Rifle)

• FT (Flame Thrower)

GR (Grenade)

• BZ (Bazooka)

RD (Rod)

			AT D	F Hit	Rang	e Bullet Weight			Type Attribute		obtain	nvino
nan	ne	Enhancement	Rounds	× Offe	nsive a	and defensive range bull	et weight		Type Attributes Shop		others	price
			1×13					Ī				170
F-1 TONFA	F-1 Long Tonfa	+1 1:	×14	- 85	5 1 (1-	1) -	5 F	Fight	t (Kaku) Impact Mission 0	4 ~		340
		+2 1:	×15									510
			1×26					Ī				240
F-2 TONFA	F-2 Long Tonfa	+1 1:	×27	- 80	0 1 (1-	-1) -	10 F	-igh	t (Kaku) <mark>Impact</mark> Mission 1	12 ~	Mission 14 (1st round)	480
		+2 1:	×28									720
			1×34					I				300
F-3 HAND ROD F-3	hand rod	+1 1:	× 35	- 80	0 1 (1-	-1) -	10 F	-igh	t (Kaku) Impact Mission 1	8 ~	Mission 17 (1st round) Mission 21 (1st round)	600
		+2 1:	× 36								Mission 17 (2nd playthrough)	900
			1×40					Ī				380
K-SABER	Keen Saber	+1	1×41	- 80	0 1 (1-	-1) -	20 F	Fight	t (Kaku) Shock Mission 24	l ~		760
		+2 1:	×42				201	.g	(Nana) Chock Mission 2		Mission 17 (3rd playthrough onwards)	1140

• Mission04-05
ÿ 04A ÿ 04B ÿ 05A ÿ 05B • Mission 06
ÿ <u>05A</u> ÿ 0 <u>5B</u>
IVIIOOIOTI OO
• Mission 07
Mission 08Mission 09
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ÿ <u>11Ä</u> ÿ 1 <u>1B</u>
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y 25A y 25B • Mission 26 • Mission 27 • Mission 28 • Mission 29 • Mission 30 • Mission 31 • Mission 32 • Mission 33 • Mission 34 • Mission 35 • Mission 36 • Mission 37 • Mission 38
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 Mission 39 Mission 40
• Mission 41
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• Mission 43
Mission 44
Mission 45
• Mission 46
• Mission 47
• Mission 48
• Mission 49
• Mission 50

		AT DF Hit Range Bullet Weight					Type Attı	ribute		obtain	price
name		Rounds	× Offe	nsive a	nd defensive range bulle	t weight	Type Attri	butes Shop		others	price
		1×37									400
F-4 HAND ROD F-4 hand rod	+1 1:	×38	- 80	1 (1-	1) -	10 Fi	ght (Kaku) Sh	ock Mission 2	24 ~		800
	+2 1:	×39								Mission 17 (3rd round onward	s) 1200
CRUSADER ROD Crusader Rod		1×90									1100
	+1	1×91	- 85	1 (1-	1) -	10 Fi	ght (Kaku) Im	pact Mission	44 ~		2200
	+2 1:	×92								Mission 39 (3rd playthrough and a	ter) 3300
		1×50								Mission 40 (1st round)	(0)
KAGIROI Firelight	+1	1×51	- 80	1 (1-	1) -	20 Fi	ght Impact		•	Mission 40 (2nd round)	(0)
	+2 1:	×52								Mission 40 (3rd playthrough and	after) (0)
Jp											



KN (Knuckle) 👱

nam	ne		AT DF Hit Range Bullet Weight					Type Attribute			obtain		
nan		Enhancement	Rounds	Offen	sive a	nd defensive range bu	llet weight	Type Attri	butes	shop	others	price	
			1×20				10 Fight (k	10 Fight (Kaku) Shoc				300	
D-NAIL	Double Nail	+1	1×21	- 90	- 90 1 (1-	1) -			hock Mission 09 ~	-		600	
		+2 1>	< 22									900	
			1×40			1) -	10 Figh	0 Fight (Kaku) Sho	Shock Mission 24	4 ~		400	
IRON LUMP Iron L	amp	+1	1×41	- 90	1 (1-						Mission 17 (1st round)	800	
		+2 1>	< 42					,			Mission 17 (2nd playthrough)	1200	
			1×70					Fight (Fight) Imp			Mission 24A (1st round)	(0)	
DESTROYERS		+1	1×71	- 90	90 1 (1-1) -	1) -	35 F		pact / Heat		Mission 24A (2nd playthrough)	(0)	
		+2 1>	k72								Mission24A (3rd playthrough and	after) (0)	

Up

PB (Pile Bunker)

_	
_	
_	
6	

• Mission 51
Epilog

others 💆

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Arena/Opponent M-2

Arena/Opponent M-09

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<u>ÿ16</u> 2016-03-18

• Parts availability list

ns	ame		AT DF	Hit F	Range	Bullet Weigl	ht		Type Attribute	•		obtain	price
116	iiiic	Enhancement	Rounds	× Offer	isive a	nd defensive ran	nge bullet weight		Type Attributes		shop	others	price
			1x30										250
HEAVY PILE		+1 1>	3 1	- 80	1 (1-	1) -	10) Fig	ht Penetration Mis	sion 18~		Mission 14 (2nd playthrough)	500
		+2 1>	< 32									Mission 11A (3rd playthrough onwa	ards) 750
			1×50										400
B-TUSK	Battle Tasks	+1 1>	< 51	- 80	1 (1-	1) -	10	Fig	ht (Ken) Penetration	on Mission 2	6 ~		800
		+2 1>	< 52									Mission 39 (2nd playthrough)	1200
			1×90					Τ				Mission 36 (1st round)	(0)
FX IMPERIAL FX	Imperial	+1 1>	< 91	- 80	1 (1-	1) -	30	Fig	ht Penetration / Fla		-	Mission 36 (2nd round)	(0)
		+2 1>	× 92									Mission 36 (3rd playthrough and after)	(0)

Up

MG (machine gun) 👱

	name	Enhancement	AT DF Hit Range Bullet Weight Rounds × Offensive and defensive range bu				eight	Type At	tribute		obtain	price
	name -	Erhancement	Rounds	× Offer	nsive a	nd defensive	range bullet weight	Type Att	ributes	shop	others	Price
			4× 3									100
RAPTOR	Raptor MG	+1	4× 4	- 62	1 (1-	1) -	8 :	Short (near) pe	netration Missic	om 05~		200
	Trapis in C	+2 4>		02	. (.	[300
			5× 2								Storm/Rain	180
SIEGE	Siege MG	+1	5× 3	- 78	1 (1-	1) -	8 :	Short (near) ne	netration Missic	un 02~	- Committee	360
	Siogo in o	+2 5>			. (.	[Circle (riodi) pe	Totalion Missis	02		540
			4× 3									190
GRAVE	Grave MG	+1	4× 4	- 76	1 (1-	1) -	10.9	Short (near) no	netration Missic	nn 04~		380
3.0.1.2	Glave MG	+2 4>		, ,	. (.	''	10 (briore (ricar) pe	TICHAHOTI WIISSIC	11 04		570
		12 47	4× 5									200
CEMETERY	Compton MC	+1	4× 6	7.	1 (4		40.0		naturalism Maissis	000		400
CEMETERY	Cemetery MG	+2 4>		- /4	1 (1-	1) -	103	Short (near) pe	netration Missic	m ∪6~		600
		+2 49						 	++			
B4B 55	D.D		4× 6									220
PAP-55	PAP55 MG	+1	4× 7	- 74	1 (1-	1) -	10 5	Short (near) pe	netration Missic	on 09~		440
		+2 4>			_			 	\vdash			660
			4× 7									280
LEOSOCIAL	22SN Leosocial	+1	4× 8	- 74	1 (1-	1) -	14 5	Short (near) pe	netration Missic	n 12~	Mission 10~ (1st playthrough Mission 10: Choices)	560
		+2 4>	¢ 9								Mission 10~ (2nd playthrough Mission 10: Choices)	840
			5× 5									300
MOSTRO-24	Mostro 24 MG	+1	5× 6	- 74	1 (1-	1) -	16 3	Short (near) pe	netration Missic	n 18~		600
		+2 5>	۲ (900

Arena/Opponent M-43				AT D	F Hit	Rang	ge Bullet Weight		Type A	ttribute		obtain
<u>ÿ51</u>		name		Rounds	× Offer	nsive a	and defensive range bu	llet weight	Type At	tributes Shop		others
2016-03-16				4× 7								
• Epilog	DARK HOG	Dark Hog MG	+1	4× 8	- 74	1 (1	1) -	16	6 Short (near) p	enetration Mis	sion 18~	
• Mission 51			+2 4	× 9								
• Mission 50				4× 8								
• Mission 49	GRAVE S	Grave-S MG	+1	4× 9	- 74	1 1 (1·	1) -	18	B Short (near) p	enetration Mis	sion 18~	
• Mission 48			+2 4	×10	1							
• Mission 47				4× 9								
	LEO STAN	Leo Stan MG	+1 4	×10	- 74	1 (1	- ₁₎ -	18	B Short (near) p	enetration Mis	sion 24~	Mission 20 (1st playthrough Mission 10: Choices)
			+2 4	×11								Mission 20 (2nd playthrough Mission 10: Choices)
				8× 5								
	MOSTRO 10	Mostro 10 MG	+1	8× 6	- 60	1 (1-	1) -	10	Short (near) p	enetration Mis	sion 24~	
			+2 8	× 7	1							
				3×13								
	ARTASSAUT MG		+1 3	×14	- 74	1 (1	1) -	20) Short (near) p	enetration Mis	sion 24~	
			+2 3	×15								Mission 10~ (Mission 10 from 3rd playthrough onwards
				5× 9								
	RAPTOR FX	Raptor FX MG	+1 5	×10	- 74	1 (1	1) -	24	1 Short (near) p	enetration Mis	sion 26~	
			+2 5	×11								
				5×11								
	FV-24	FV-24 Vulcan	+1 5	×12	- 74	1 (1	-1) -	30) Short (near) p	enetration Mis	sion 26~	

na na	ame		Rounds	× Offer	aive on					price
					isive and	d defensive range bull	et weight Type /	Attributes Shop	others	
			4× 7							340
DARK HOG	Dark Hog MG	+1	4× 8	- 74	· 1 (1 - 1) -	16 Short (near)	penetration Mission 18~		680
		+2 4	< 9							1020
			4× 8							400
GRAVE S	Grave-S MG	+1	4× 9	- 74	· 1 (1 - 1) -	18 Short (near)	penetration Mission 18~		800
		+2 4	× 10							1200
			4× 9							500
LEO STAN	Leo Stan MG	+1 4	×10	- 74	· 1 (1 - 1) -	18 Short (near)	penetration Mission 24~	Mission 20 (1st playthrough Mission 10: Choices)	1000
		+2 4	×11						Mission 20 (2nd playthrough Mission 10: Choices)	1500
			8× 5							500
MOSTRO 10	Mostro 10 MG	+1	8× 6	- 60	1 (1 - 1) -	10 Short (near)	penetration Mission 24~		1000
		+2 8	< 7							1500
			3×13							600
ARTASSAUT MG		+1 3	×14	- 74	· 1 (1 - 1) -	20 Short (near)	penetration Mission 24~		1200
		+2 3	× 15						Mission 10~ (Mission 10 from 3rd playthrough onwards, cho	pice) 1800
			5× 9							660
RAPTOR FX	Raptor FX MG	+1 5	× 10	- 74	· 1 (1 - 1) -	24 Short (near)	penetration Mission 26~		1320
		+2 5	×11							1980
			5×11							700
FV-24	FV-24 Vulcan	+1 5	×12	- 74	· 1 (1 - 1) -	30 Short (near)	penetration Mission 26~		1400
		+2 5	×13							2100
			3×19		\Box					740
URANIO	Uranio MG	+1 3	< 20	- 74	· 1 (1 - 1) -	26 Short (near)	penetration Mission 28~		1480
		+2 3	×21							2220
			4×14							780
GRAVE ÿ	Grave II MG	+1 4>	×15	- 74	1 (1-1) -	28 Short (near)	penetration Mission 28~		1560
		+2 4	×16							2340
			4×15							800
CEMETERY-10 MG		+1 4>	×16	- 74	· 1 (1 - 1) -	30 Short (near)	penetration Mission 28~		1600
		+2 4>	×17							2400
			3x22							840
PAP-66	PAP66 MG	+1 3	< 23	- 74	· 1 (1 - 1) -	30 Short (near)	penetration Mission 35~	Mission 39 (1st round)	1680
		+2 3	×24							2520
			3×22							860
GREY EYE	24SR Gray Eye MG	+1 3	×23	- 76	1 (1-1) -	32 Short (near)	penetration Mission 35~		1720
		+2 3	×24						Mission 36 (3rd playthrough and after)	2580

		Hit Range	Bullet Weight	Type Attribute		obtain	price
name	Rounds	× Offensive a	and defensive range bull	et weight Type Attributes Shop		others	price
	4×18						900
MOSTRO ÿ Mostro III MG	+1 4×19	- 74 1 (1-1) -	20 Short (near) penetration Missio	n 40~		1800
	+2 4×20						2700
	4×19						920
BLACK STAR Black Star MG	+1 4×20	- 74 1 (1-1) -	32 Short (near) penetration Missio	n 40~		1840
	+2 4×21						2760
	3×25						950
ARTASSAUT G MG	+1 3×26	- 74 1 (1-1) -	40 Short (near) penetration Missio	n 35~		1900
	+2 3×27						2850
	4×20						980
GRAVE S II Grave-Sÿ MG	+1 4×21	- 74 1 (1-1) -	30 Short (near) penetration Missio	n 44~		1960
	+2 4×22						2940
	4×21						1000
LEO STAN B Leo Stan B MG	+1 4×22	- 74 1 (1-1) -	32 Short (near) penetration Missio	n 44~		2000
	+2 4×23						3000
	3×29						1100
ARTASSAUT SP MG	+1 3×30	- 76 1 (1-1) -	32 Short (near) penetration Missio	n 44~		2200
	+2 3×31						3300
	4×23						1180
ARTASSAUTDOU MG	+1 4×24	- 74 1 (1-1) -	32 Short (near) penetration Missio	n 49~		2360
	+2 4×25					Mission 20 (Mission 10 after 3rd playthrough, choice	e) 3540
	4×24						1240
MOSTRO ÿ SZ MOSTRO ÿ-SZ MG	+1 4×25	- 76 1 (1-1) -	34 Short (near) penetration Missio	n 49~		2480
	+2 4×26					Mission 50 (1st round)	3720
	5×20						1300
FV-24B FV-24B Vulcan	+1 5×21	- 76 1 (1-1) -	36 \$hort (near) penetration Missio	n 49~	Mission 39 (2nd playthrough)	2600
	+2 5×22					Mission 39 (3rd playthrough and after) Mission 50 (2nd round)	3900

Up

SG (Shotgun)



nome		AT D	F Hit F	Range	Bullet Weight	Type At	ribute		obtain	price
name	Enhancement	Rounds	× Offen	sive ar	nd defensive range bullet weight	Type Attr	ibutes	shop	others	price
	T							T		
		6x 4								300
CATSRAY SG	+1	6× 5	- 82	1 (1-1	1) - 2	8 Short (near) Im	pact Mission 1	2~	Mission 10~ (1st playthrough Mission 10: Choices)	600
	+2 6	× 6							Mission 10~ (2nd playthrough Mission 10: Choices)	900
		6× 5								360
GALE SG	+1	6× 6	- 84	1 (1-1	1) - 3	0 Short (near) Im	pact Mission 1	8~	Mission 20 (1st playthrough Mission 10: Choices)	720
	+2 6	x 7							Mission 20 (2nd playthrough Mission 10: Choices)	1080
		6× 5								640
CATSRAY XX SG	+1	6× 6	- 98	1 (1-1	1) - 3	4 Short (near) Im	pact Mission 2	26 ~		1280
	+2 6	× 7							Mission 10~ (Mission 10 after 3rd playthrough, choice	ce) 1920
		6×13								920
CIRCULAR SG	+1 6	×14	- 88	1 (1-1	1) - 4	4 Short (near) Im	pact Mission 4	l o ~		1840
	+2 6	×15							Mission 20 (Mission 10 after 3rd playthrough, choice	ce) 2760
		6×12								1200
COVET V300 COVET V300 SG	+1 6	×13	- 98	1 (1-1	1) - 4	5 Short (near) Im	pact Mission 4	14 ~	Mission 47 (1st round)	2400
	+2 6	×14								3600

Up

RF (Rifle)



			AT DF I	Hit Rang	e Bullet Wei	ight	Турє	Attribute			obtain	22.00
	name	Enhancement	Rounds × 0	Offensive a	and defensive ra	nge bullet weight	Туре	Attributes		shop	others	price
			1×10									100
ZIEGER	Sieger rifle	+1	1x11	- 78 3 (2·	3) -	2	B Long (far)	enetration M	1issio	n 04~		200
		+2	1×12								Mission 11A (2nd playthrough)	300
IGUCHI T5	Iguchi Type 5 Rifle		1×12 ÿ	75 3ÿ2-3ÿ	ÿ	2:	B Long (far)	enetration M	1issio	n 02~		180

neme		AT D	F Hit Ran	ge Bullet	Weight		Type Attribute		obtain	nrico
name	Enhancement	Rounds	× Offensive	and defensi	ive range bul	llet weight	Type Attributes Shop		others	price
	+1	1×13								360
	+2	1×14								540
		1×13							Grey	190
WINEE Weenie Rifle	+1	1×14	- 76 3 (2	2-3) -		25 Lo	ng (far) penetration Mission 06	ô ~		380
	+2	1×15								570
		1×20								220
CONGRE Kongle Rifle	+1	1×21	- 76 3 (2	2-3) -		27 Lo	ng (far) penetration Mission 08	8~		440
	+2	1×22								660
		1×21								240
GLOWTUSK Rifle	+1	1×22	- 76 3 (2	2-3) -		29 L o	ng (far) penetration Mission09)~		480
	+2	1×23								720
		1×23								260
IBIS Ibis Rifle	+1	1x24	- 76 3 (2	2-3) -		29 L o	ng (far) penetration Mission 10	0~	Mission 11A (1st round)	520
	+2	1x25								780
		1×24								300
EMPIRE Empire Rifle	+1	1×25	- 76 3 (2	2-3) -		33 Lo	ng (far) penetration Mission 12	2 ~		600
	+2	1×26							Mission 11A (2nd playthrough)	900
		1×28								320
IGUCHI T502 Iguchi Type 502 Rifle	+1	1×29	- 82 3 (2	2-3) -		35 Lo	ng (far) penetration Mission 18	8~		640
	+2	1×30								960
		1×34								400
HEXAFIRE Hexafire Rifle	+1	1×35	- 84 3 (2	2-3) -		41 Lo	ng (far) penetration Mission 18	8~		800
	+2	1×36								1200
		2×18								400
WINEE PLUS Winnie Plus RF	+1 2	×19	- 80 3 (2	2-3) -		37 Lo	ng (far) penetration Mission 18	8~		800
	+2 2	×20								1200
		1×36								500
SLAB Slavic Rifle	+1	1x37	- 82 3 (2	2-3) -		35 Lo	ng (far) penetration Mission 24	4~		1000
	+2	1×38				00 20	9 (31)			1500
		1×43								560
ANACONDA Rifle	+1	1×44	- 82 4 (2	2-4) -		3710	ng (far) penetration Mission 26	ñ~		1120
	+2	1×45		Ĭ		3, 50	ng (rai) pondiration Mission 20			1680
		1×47								640
GLOWTUSK-SE Glow Tusk SE Rifle	+1	1×48	- 80 4 (2	2-4) -		39 10	ng (far) penetration Mission 26	3~		1280
SESTITION OF SIGN PUSICOE TRIBE	+2	1×49	00 + (2	'		39 L0	ng (iai) penghalion Mission 26			1920
COBRA Cobra Rifle	12	-	ÿ 80 4ÿ2-4	ly ÿ		421	ng (far) penetration Mission 26	2		740
Cobra Kille		1830	y 00 4 y2-4	У		43 L0	ng (rar) pengtration Mission 26)~		740

	nama		AT D	Hit Rang	e Bullet Weight		Type Attribute		obtain	price
	name		Rounds	× Offensive	and defensive range l	bullet weight	Type Attributes Shop		others	price
		+1	1×57						Mission 28 (1st round)	1480
		+2	1×58							2220
			1×58							760
IBIS II	Ibis II Rifle	+1	1×59	- 82 4 (2	-4) -	43 Lor	ng (far) penetration Mission	n 28~		1520
		+2	1×60							2280
			1×36						Mission 14 (3rd playthrough onwards)	(800)
PSG-5	PSG-5 rifle	+1	1×37	- 82 4 (2	4) -	35 Lor	ng Penetration		Mission 16 (1st round)	(1600)
		+2	1×38						Mission 16 (2nd playthrough)	(2400)
			1×66							880
HEXAFIRE-Mkÿ H	exafire Mk-ÿ	+1	1×67	- 84 4 (2	-4) -	48 Lor	ng (far) penetration Mission	n 35~	Mission 39 (1st round) x 2	1760
		+2	1×68							2640
			1×75							940
WINEE-RR	Winnie RR Rifle	+1	1×76	- 82 4 (2	4) -	49 Lor	ng (far) penetration Mission	n 40~		1880
		+2	1×77							2820
			1×80							1300
HEXA G3	Hexa G3	+1	1×81	- 80 4 (2	-4) -	65 Lor	ng (far) penetration Mission	n 41~	Mission 25B (2nd round) Mission 28 (2nd round) Mission 39 (2nd playthrough) x 2	2600
		+2	1×82						Mission 25B (3rd playthrough and onwards) Mission 28 (3rd playthrough and after) Mission 39 (3rd playthrough and after) x 2	3900
			1×81							1600
IBIS III	Ibis III Rifle	+1	1×82	- 84 4 (2	4) -	49 Lor	ng (far) penetration Mission	n 44~		3200
		+2	1×83							4800
			1×87							2000
FIRE BIRD	Firebird Rifle	+1	1×88	- 90 4 (2	-4) -	53 Lor	ng (far) penetration Mission	n 49~		4000
		+2	1×89						Mission 50 (3rd playthrough onwards)	6000
			1× 99						Mission 41 (1st round)	(20000)
ZIEGE	Ziege rifle	+1 1:	×100	- 99 4 (2	4) -	25 Lor	ng Penetration		Mission 41 (2nd round)	(40000)
		+2 1:	k101						Mission 41 (3rd playthrough and a	fter) (60000)

Up

FT (Flamethrower) 👱

		AT DF	Hit F	Range Bullet Weight		Type Attribute		obtain	nvino
name	Enhancement	Rounds ×	Offen	nsive and defensive range b	ullet weight	Type Attributes Shop		others	price
		1×20							320
NAIL FIRE	+1	1×21	- 78	1 (1-1) -	20 St	nort (near) <mark>Blaze</mark> Mission 1	2~	Mission 10~ (1st playthrough Mission 10: Choices)	640
	+2 1	<22						Mission 10~ (2nd playthrough Mission 10: Choices)	960
		1×43							640
FLAME FOX Flame Fox	+1	1×44	- 80	1 (1-1) -	26 St	nort (near) Blaze Mission 2	24~		1280
	+2 1;	× 45						Mission 10- (Mission 10 from 3rd playthrough onwards, choice) Mission 11B (3rd playthrough onwards)	1920
		1×61							800
HOT DOG	+1	1×62	- 80	1 (1-1) -	28 St	nort (near) <mark>Flame Heat</mark> Mis	ssion 28~		1600
	+2 1	k63							2400
		1×66							880
SNOW MAN	+1	1×67	- 82 1 (1-1) -		40 St	nort (near) <mark>Blaze</mark> Mission 3	35~	Mission 36 (1st round)	1760
	+2 1	k68		(1-11) -				Mission 36 (2nd round)	2640

Up

GR (Grenade)



GIV (GIEIIA	ue)													
			AT DE	Hit	Rang	e Bullet '	Weight			Туре	Attribute		obtain	muia a
	name	Enhancement	Rounds	k Offer	nsive a	and defensiv	e range bul	et weight		Type Attrib	utes Shop		others	price
			1×13											320
RIM-3	RIM-3 Grenade	+1	1×14	- 58	4 (1	4) -		16 נ	Lo	ng (near/far) Fla	me Mission0	6~	Mission 11A (1st roun	d) 640
		+2 1	×15											960
			1×24											360
IGUCHI T7 Igud	hi Type 7 Grenade	+1	1×25	- 58	4 (1	4) -		18 נ	Lo	ng (near/far) Fla	me Mission0	9~		720
		+2 1	×26										Mission11A (2nd round	1) 1080

nomo			AT DI	F Hit	Rang	e Bullet \	N eight			Туре	Attribute		obtain	
	name	Enhancement	Rounds	× Offe	nsive a	and defensiv	e range bul	et weight		Type Attrib	utes Shop		others	price
RIM-4	RIM-4 Grenade		1×60					36 L		ong (near/far) Fla				720
		+1	1×61	- 60	0 4 (1-	4) -			Lon		ıme Mission	26~		1440
		+2 1:	×62											2160
	lguchi Type 702 Grenade		1×64										860	
IGUCHI T702 Igu		+1	1×65	- 6 ⁻	4 (1	4) -		32 L	32 Long (near/far) Fla	long (near/far) Fla	ıme Mission	35~		1720
		+2 1	×66										2580	

<u>Up</u>

BZ (Bazooka) 👱

	name	Fribatroment	AT DF	Hit R	ang	e Bullet Weight		Туре	Attribute	obtain	price
	name		Rounds ×	Offen	sive a	nd defensive range bulle	t weight	Type Attrib	utes	Shop Other	price
			1×24	\neg							360
SMASHER	Smasher Bazooka	+1	1×25	- 59	A (1.	4) -	2410	ng (near/far) Im	pact / Flamo Mir	rsion 12	720
	omasnor bazoska	+2 1×2			. (.	'	24 60	ng (nearhar) im	pact / Flame Wii.	551011 12~	1080
			1×27	\dashv							400
GNAUTZ	Gnoz Bazooka	+1	1×28	- 60	4 (1-	4) -	28 0	ng (near/far) Im	nact / Flame Mi	ssion 12~	800
		+2 1×2			. (.	,	20 20	ing (incamati) iiii	pact/ Harrie Mil	331011 12-1	1200
		+-+	1×32	\dashv			$\overline{}$				600
BOA-36	Boa 36 Bazooka	+1	1×33	- 60	4 (1-	4) -	26 Lo	ng (near/far) Im	pact / Flame Mi	ssion 24~	1200
		+2 1×3	34					3 (1800
		\dagger	1×59	\exists							800
BE-11	BE-11 Bazooka	+1	1×60	- 60	4 (1-	4) -	38 Lo	ng (near/far) Im	pact / Flame Mi	ssion 28~	1600
		+2 1×6	51								2400
			1×61								840
BANISH	Vanish Bazooka	+1	1×62	- 60	4 (1-	4) -	40 Lo	ng (near/far) Im	pact / Flame Mis	ssion 28~	1680
		+2 1×6	3								2520
			1×74								940
THUNDER BOLT T	nunderbolt Bazooka	+1	1×75	- 61	4 (1-	4) -	40 Lo	ng (near/far) Im	pact / Flame Mis	ssion 40~	1880
		+2 1×7	'6								2820
			1×82								1200
BOA-40	Boa 40 Bazooka	+1	1×83	- 62	6 (1-	6) -	44 Lo	ng (near/far) Im	pact / Flaming N	/ission 44~	2400
		+2 1×8	34								3600
			1×86								1400
BANISH II	Vanish II Bazooka	+1	1×87	- 66	6 (1-	6) -	50 Lo	ng (near/far) Sh	ock / Flame Mis	ssion 49~	2800
		+2 1×8	88								4200
ROCK JACK	Rock Jack BZ		1×95 ÿ	65 3 <u>y</u>	/1-3ÿ	ÿ	55 Lo	ng (near/far) Im	pact / Flaming N	/lission 49~	1500

nomo		AT DF Hi	DF Hit Range Bullet Weight				Туре	Attribute	obtain		price
name		Rounds × Off	ensive a	nd defensive range bullet weight		Type Attributes		Shop Other		price	
	+1	1×96									3000
	+2 1:	×97									4500

П	П	2	
	u	ν	

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ÿGripÿShoulderÿ_

Shoulder **Z**

• MS (missile)

• RK (Rocket)

• SH (Shield)

MS (missile)

PIZ-3

MGR-IB

BONE

SUN OWL

EGRET

GOLDIAS

DONKEY

name

MGR-IB

Piz3 M Launcher

Born M Launcher

Sun Owl M Launcher

Eaglet M Launcher

Gordius M Launcher

Donkey M Launcher

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

AT DF Hit Range Bullet Weight

- 74 5 (3-5)

- 76 5 (3-5)

- 76 5 (3-5)

- 76 6 (3-6)

- 78 6 (3-6)

- 78 6 (3-6)

1×10-68 4(3-4)

2×12

2×14

3×14

2×21

2×28

3×20

3×21

+1 2*13

+2 2*14

+1 2*15

+2 2*16

+1 3×15

+2 3×16

+1 2*22

+2 2×23

+1 2*29

+2 2*30

+2 3×22

Rounds * Offensive and defensive range bullet weight

Acquired (Shop): "+1" is available from the second playthrough onwards, "+2" is available from the third playthrough onwards

others

Mission 05A (1st round)

Mission 05A (2nd playthrough)

Mission 05A (3rd playthrough)

price

(120)

340

680

1020

360

720

1080

500

1000

1500

540

1080

1620

600

1200

1800

860

1720

2580

FRONT MISSION 2089 Border of Madness @wiki

Shoulder

nenu	
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Basic knowledge 🚄

- System
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- Clear Bonus Bugs_

PILOT 💆

PILOT

SKILL 🙋

Skill

WEAPON

- Grip__
- Shoulder

PARTS 🚄

- Computer
- Body
- Arm L
- Arm R
- Legs _ Backpack
- Large mobile weapons

ITEM 🚄

• Item

MISSION 💆

- Mission 01 Mission 02
- Mission 03

Type Attribute

20 Long (far) flame heat Mission06~

24 Long (far) flame heat Mission06~

32 Long (far) flame heat Mission 12 ~

32 Long (far) flame heat Mission 12 ~

30 Long (far) flame heat Mission 18~

34 Long (far) flame heat Mission 24~

12 Long Heat

Type Attributes Shop





	nam
PIZ-8	Piz
MAGIC BOX	Мас
DONKEY DX	Dor
SLAY	Slay
SKULL	Sku
CERES	Cer
CRANE	Cra
BLACK PANTHER BI	ack F
PARAINA	Par
DONKEY DXÿ Donke	y DX
Up_	

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	nama		AT DE	Hit Rar	ige Bullet W	eight		Type At	ribute		obtain	price
	name	Enhancement	Rounds	× Offensiv	e and defensive	range bulle	et weight	Type Attr	ibutes Shop		others	price
			3×22									920
PIZ-8	Piz 8	+1 3	< 23	- 78 6	(3-6)	2	40 L	ong (Far) Flar	ne Heat Missio	n 24~	Mission 20 (1st round Mission 10, choice	1840
		+2 3	< 24								Mission 20 (2nd playthrough Mission 10, cho	ice) 2760
			3×22									1000
MAGIC BOX	Magic Box Launcher	+1 3	< 23	- 78 6	(4-6)	2	50 L	ong (far) flam	heat Mission	26 ~		2000
		+2 3	<24									3000
			3×25									1280
DONKEY DX	Donkey DX M Launcher	+1 3	< 26	- 80 8	(4-8)	2	70 L	ong (far) flam	heat Mission	35 ~		2560
		+2 3	< 27									3840
			2×37									1300
SLAY	Slay M Launcher	+1 2	< 38	- 80 6	(3-6)	3	64 L	ong Flame Mi	ssion 28~			2600
		+2 2	< 39									3900
			3×24									1300
SKULL	Skull M Launcher	+1 3	< 25	- 80 6	(3-6)	3	64 L	ong Flame Mi	ssion 28~			2600
		+2 3	< 26									3900
			2×47									1400
CERES	Ceres M Launcher	+1 2	× 48	- 82 8	(6-8)	2	70 L	ong (far) flam	heat Mission	35 ~		2800
		+2 2	< 49									4200
			3×32									1560
CRANE	Crane M Launcher	+1 3	k 33	- 80 6	(3-6)	3	80 L	ong (far) flame	heat Mission	40 ~		3120
		+2 3	< 34									4680
			3×33									1600
BLACK PANTHER I	Black Panther Launcher	+1 3	< 34	- 80 6	(3-6)	3	80 L	ong (far) flame	heat Mission	44 ~		3200
		+2 3	x 35									4800
			1×90									1800
PARAINA	Paraina M Launcher	+1	1×91	- 84 6	(4-6)		84 L	ong (far) flame	heat Mission	49 ~		3600
		+2 1	< 92									5400
			1×99									2000
DONKEY DXÿ Donk	key DX2M Launcher	+1 1:	< 100	- 86 6	(3-6)		90 L	ong (far) flam	heat Mission	49 ~		4000
		+2 1	< 101									6000

others 👱 Parts availability list Note Tips and tricks Link 👱 • @wiki • @wiki User Guide

 Mission 51 Epilog

Number of hits 👱

Currently 1 Today 1 Yesterday 0

Total: 964

Change log 👱 2023-09-02

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questionnaire

2018-05-14

Link Collection

2016-04-17

- Mission50/figure
- Mission42/figure2
- Mission42/figure
- Mission41/figure
- Mission38/figure
- Mission30/figure
- <u>Mission10A/figure</u> 2016-03-26
 - menu

2016-03-20

Arena/Opponent M-26

ÿ33 Arena/Opponent M-09 2016-03-18

RK (Rocket) 👱

	name	AT DF Hit Range Bullet Weight							Type Attribute			obtain			price	
y.	name	Enhancement	Rounds	« Offen	sive and o	lefensive rang	je bullet w	eight		Type Attril	outes		shop	others	5	price
			3×11						П							400
GALVADOS Galva	ados R Launcher	+1 3:	< 12	- 76	5 (3-5)		3	26 L	.on(g (far) flame	fever Mission	n09~				800
		+2 3	< 13													1200
			2×37													1280
RAGOS	Lagos R Launcher	+1 2	< 38	- 80	8 (4-8)		2	62 L	.on(g (far) flame	heat Mission	า 26 ~				2560
		+2 2	< 39													3840
			3×30													1380
WILD GOOSE WI	d Goose R Launcher	+1 3	k 31	- 80	4 (3-4)		3	74 L	-on(g (far) flame	heat Mission	า 35 ~				2760
		+2 3:	k 32													4140
			3×30													1480
PROBATON Prob	aton R Launcher	+1 3:	k31	- 80	6 (3-6)		3	76 L	-on(g (far) flame	heat Mission	า 40 ~				2960
		+2 3		\dashv												4440
			3×34													1700
ALBATROSS R Laur		+1 3:		- 82	6 (3-6)		3	80 L	Long (far) flame	ame heat Missio					3400	
		+2 3	k36											Mission 20 (Mission 10 after	er 3rd playthrough, choice	ce) 5100

Up

SH (Shield)

name		Enhancement	AT DF	Hit F	Range	e Bullet W	/eight		Туре	Attribute		obtain	price
name			Rounds	d Offer	nsive a	and defensive	range bull	et weight	Type Attri	butes	shop	others	price
													160
													100
WS-ÿ	WS-ÿ Shield	+1					-	6 Sr	nield -		Mission 04ÿ		320
		+2		6									480
WS-20	WS-20 Shield		-	9 <u>j</u>	ÿÿ			12 St	nield -		Mission 09 ~ C	ray	200

Arena/Opponent M-43	
ÿ51	
2016-03-16	
• Epilog	
• Mission 51	
• Mission 50	
• Mission 49	
Mission 48	

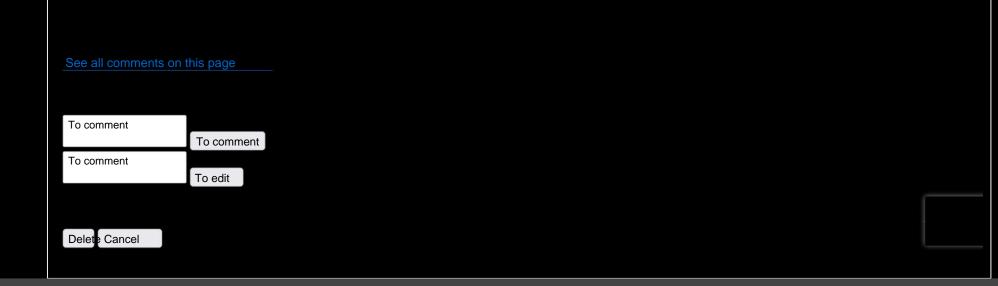
Mission 47

		AT DF Hit Range Bullet Weight						Type Att	ribute	obtain		
name	Enhancement	Rounds	× Offer	nsive a	and defensive rang	ge bullet	weight	Type Attri	butes Shop		others	price
	+1		Ten									400
	+2		11									600
			12									300
WS-14 WS-14 Shield	+1	-	13		.		18 S	hield -		Mission 18~	Mission 21 (1st round)	600
	+2		14									900
			17									560
WS-2B Shield	+1	-	18		.		24 \$	hield -		Mission 26~		1120
	+2		19									1680
			Seasolly Secu									600
FIRE WALL Firewall Shield	+1	-	to		.		26 \$	hield -		Mission 28~		1200
	+2		basetly flour									1800
			27									700
WS-14B WS-14B Shield	+1	-	28				28 \$	hield -		Mission 40ÿ		1400
	+2		29								Mission 21 (3rd playthrough and	1 2400

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Item 👱

Repair S

Repair L

Acid

Mine

Up

Repair M Repair M

Repair SP Repair SP

* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward

Recover 50 HP for one part

Recovers 100 HP for one part

Recovers 200 HP for one part

Recover 400 HP for one part

Flash Flash Grenade Stuns enemies for up to 3 turns (Range 1-4) Mission 09~

Chaff Chaff Grenade Increases the chance of avoiding long-distance attacks (Range 1-4)

Smoke Grenade - Reduces enemy attack accuracy (range 1-4)

Acid Bomb

name

Can be used on friendly units within range (range 1-1)

Can be used on friendly units within range (range 1-1)

Can be used on friendly units within range (range 1-1)

Can be used on friendly units within range (range 1-1)

Lowers the DF of all parts of one enemy (range 1-4)

Plant a mine that deals damage

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others

others

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Mission 06ÿ

Mission 18~

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shop

Mission 12~

shop

Mission 06ÿ

Mission18~ Mission14 (1st round)

Mission24~ Mission14 (1st round)

obtain

50

150

300

600

160

200

200

200

120



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(1) "Next New Game" added

• If you save your cleared data after completing the game, a "Next New Game" option will be added to the start menu.

ÿ If you select "Next New Game", you can start a new game with your cleared data. ÿ You can carry over funds, weapons, parts, items, pilot (including Hephaestus and Roy) status and skills, and part collections.

- (2) Difficulty Settings
- You can set the difficulty level. (This is also reflected in the arena.)
 - ÿ Can be set for both "New Game" and "Next New Game." ÿ The number of times you

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clear the game increases the number of difficulty levels you can choose.

Clear Se	etting Du	rability (HP) Attac	k power No	otes
	x1	as usual		
First Lap	x2	2 times	1.5 times	
	x5	5x	1.8 times	
2nd rou	nd x10	10 times	2 times	

- (3) Select team members
- From the second round onwards, you can select the members you will deploy.
 - ÿ You can select before starting the mission, but members who are guaranteed to deploy cannot cancel their entry.
- (4) Purchase of reinforcement
- parts Reinforcement parts can be purchased at the shop.
 - ÿ From the second playthrough onwards, you can purchase "+1 (weapons and parts)" and regular parts. ÿ
 - From the third playthrough onwards, you can purchase "+2 (weapons)", regular parts and "+1" can also be
 - purchased. ÿ The arrival time of reinforcement parts will be the same as that of regular parts.
- · Although they are not strengthening parts, regular parts that could not be purchased in the first round can be purchased from the second round onwards
- (5) Changes in Obtainable Parts
- From the second playthrough onwards, the parts you can obtain through events and missions will change.
 - ÿ For a list of available parts, see here. Some parts can
- only be obtained on the first or second playthrough.

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[Symptoms] • In Mission 05A "Transport Pursuit", if you shoot down a specific transport but not the others, reinforcements will not appear after the reinforcement appearance event

[Solution] • Shoot down all transports to prevent the reinforcement appearance event from occurring, or do not shoot down any transports to cause the reinforcement appearance event. (This does not seem to affect game progress, so you can probably continue as is.)

[Symptoms] • Even if you have set up "Lift," the "Repair" command may not appear. • The command would appear for adjacent friendly unit A before it moved, but would not appear after it moved (2 spaces) to another location adjacent to the same friendly unit A.

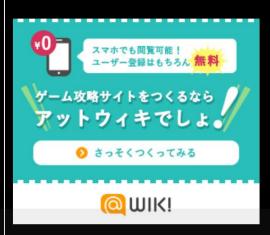
[Solutions] • None.

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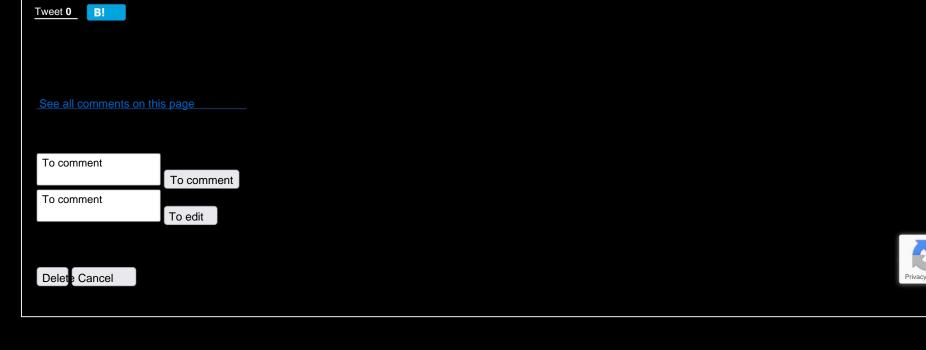
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kinds 🚄

type	skill	Commentary				
	Stun	When activated during a melee attack, it will stun the opponent (making them unable to act). The activation rate increases as the level increases.				
Fight	Double	The weapon types of both arms are melee, and when a melee attack is performed, the other arm will also attack if activated. The activation rate increases as the level increases.				
	First	When activated after a melee attack, you can launch a preemptive attack against the opponent using a melee or close-range attack. The activation rate increases as the level increases.				
	Duel	When activated during a close-range attack, you can select which part to attack. Activation rate and hit rate increase as the level increases.				
Short	Switch	The weapon types of both arms are close-range (including close/long-range), and when a close-range attack is performed, the other arm will attack if activated. The activation rate increases as the level increases.				
	Speed	When attacking at close range, the number of attacks for multi-hit weapons is increased. Single-hit weapons are not increased. As the level increases, the activation rate increases and the number of additional attacks increases.				
Long Guide		When activated during a long-range attack, you can select which part to attack. Activation rate and hit rate increase as the level increases.				
Link	Link Attack	You can attack the target unit together with your allies, but your allies' weapon types must be different from your own. Damage dealt is multiplied by 1.5.				

Level Up Chance 🚄

- When the skill is activated, the level will increase according to the probability shown in the table.
- Even if you reach the maximum level of experience, you can still level up.

Туре	Skill	Lv2	Lv3	Last
	Stun 500	0/10000 100/	10000 5/1000	00
Fight	Double :	500/10000 10	0/10000 5/10	0000
	First	900/10000 5	500/10000 5/	10000
	Duel 30	0/10000 100/	10000 5/1000	00
Short	Switch 3	00/10000 20	0/10000 5/10	000
	Speed 3	00/10000 20	0/10000 5/10	000

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Туре	Skill	Lv2	Lv3	L
Long (Guide 900	/10000 300/	0000 5/1000	0

ivation	roto	
ivalium	Iaic	

Туре	Skill Lv1	Lv2 Lv	3 Last	notes		
	Stun 40 ⁴	% 60%	80% 9	0%		
Fight	Double 4	40% 60	% 80%	90%		
	First 40°	% 60%	80% 1	00%		
Duel	Duel	40% 6	0% 80	% 100°	%	
	Duei	3	8	15	30	Hit Rate
Short	Switch 3	0% 50	% 80%	90%		
Spee	Spood	20% 4	0% 60	% 80%		
	Speed	+1 +2	+3 +3	Attacks	;	
Long Guide		40% 6	0% 80	% 100°	%	
Long	Juide	3	8	15	30	Hit Rate

- Link attack activation conditions
- (1) The first pilot has acquired Link Attack. (The second pilot does not need to have it.) (2) The first and second pilots are inactive, and enemy units are within their attack range. (3) The first and second pilots have different attack types. (If the first pilot has a melee attack, the second pilot has a close-range or long-range attack.)

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* Obtained from: Shop / Initial equipment / Enemy kill / Map / Event / Clear reward ÿObtain (Shop): "+1" is available from the second playthrough onwards

* [x]: Shoulder setup not possible

• PUNCH

• MG (machine gun)

• SG (Shotgun)

• FT (Flame Thrower)

• BZ (Bazooka)

• CN (Canon)

PUNCH

										1		1
			ם ו	ID His Maint		Int.We	apon					
	name		DF HP Hit Weight		it	Type AT Hit Attribute			ibute	obtain		price
		Enhancement	шв	defense heavy		Built-in Weapons				shop	others	price
			""			kinds	Cycle ×	Attac	k Attribute	31100	outers	
CALM	Calm Arm		9 .	19 45	8 A	RM PUNCH (case)	7 8	30 Sh	ock	· ·	Champ / Odd Eye	(140)
TENDUS	Tendus Arm		12				Four		Shock Mission (02 ~		150
		+1 17	7		18 ARM PU	RM PUNCH (rank)		80 S				300
ZENITH	Zenith Arm		14	24 60	40	ARM PUNCH (rank)	Five	00 01 - 1 16 - 1			Storm/Rain	160
		+1 19)	24 60	18 AF		6	82	2 Shock Mission	02 ~		320
ZOLA-3A	Zola 3A Arm		15	22 62	16 Å	6 ARM PUNCH (case)	Four	83 Shock Miss	Shock Mission	02		160
		+1 20)	22 02	10 7				WISSION			320
PABOTTE	Pabot Arm		13	25 58 2	20 A	0 ARM PUNCH (rank)	81	81	Shock Mission	02 ~		160
		+1 18	}				6					320
GALVO	Galvo Arm		16	25 62	20 A	RM PUNCH (rank)		82	Shock Mission	04 ~		200
		+1 21					6					400
GIZEH	Jagged Arm		15	26 61	24 A	RM PUNCH (case)	6	81	Shock Mission	04 ~		200
		+1 20)				7	7				400

	DF HP Hit Weight	t	t.Weapon AT Hit Attribute	obtain	
name		Туре			pric
	HP defense heavy		Built-in Weapons Cycle × Attack Attribute	shop others	
	17	Killus	Cycle X Attack Attribute		
HUSKY Mk.ÿ Husky Mk.ÿ Arm	+1 22 24 63	18 ARM PUNCH (rank)	83 Shock Mission 04 -		
			6		
TEMPEST Tempest Arm	+1 27	26 ARM PUNCH (case)	84 Shock Mission 06 -		
	1 1 1 1 1		7		
PABOTTE II Pabot II Arm	+1 28	25 ARM PUNCH (rank)	80 Shock Mission 09 -		
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ZIGLE-6B Jiggle 6B Arm	+1 29	24 ARM PUNCH (case)	84 Shock Mission 09 ~		
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GALVO SV Galvo SV Arm	+1 27	26 ARM PUNCH (case)	82 Shock Mission 09 -		
	Tamin had		7	Grey	
HUSKY Mk.IV Husky Mk.IV Arm	+1 29 39 6 5	26 ARM PUNCH (case)	82 Shock Mission 09 -		
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VAJE Valle Arm	+1 20 28 70	20 ARM PUNCH (rank)	80 \$hock Mission 09 -	Mission 11B (1st round)	\top
	26		7		
ZIGLE-11A Jiggle 11A Arm	+1 31	24 ARM PUNCH (case)	80 Shock Mission 12 ~		
	Tamin Sur		8		
GALVO MRX GALVO MRX Arm	+1 29 42 6 8	28 ARM PUNCH (rank)	9 82 Shock Mission 12 -	Mission 14 (1st round)	
	Taming has		Ten		
GEIN Gain Arm	+1 27	32 ARM PUNCH (case)	80 \$hock Mission 12 -		
CDODDE	28		9		
GROPPE Grop Arm	+1 33	28 ARM PUNCH (rank)	82 Shock Mission 12 -		
ODADEGANIT OLI I. O. J. A.J.	26 48 70	00 4544 5111011 (****1)	9		
CRABESANT Club Sun Arm	+1 31	30 ÅRM PUNCH (rank)	82 Shock Mission 12 -		
CENEM Conom Arm	54.69	22 ARM PLINCH (2222)	Ten 92 Shook Mission 12		
GENEM Genem Arm	+1 29	32 ARM PUNCH (case)	82 Shock Mission 12 -		
MOTH VR.5 Moss VR.5 Arm	28 54 70	31 ARM PUNCH (case)	11 82 \$hock Mission 12 -		
WOTT VIC.5 WOSS VIC.5 AIII	+1 33	31 AINNI ONOTI (case)	12		
CRABESANT ÿ CLABESANT ÿ ARM	30 42 70	30 ARM PUNCH (rank)	12 80 \$hock Mission 18 -		
OTTO DESMIT Y SEADESANT Y ARW	+1 35	30 Million Orton (Talik)	13		
ORCUS Orcus Arm	34 36 74	28 ARM PUNCH (rank)	12 82 \$hock Mission 18 -		
Olcus Allii	+1 39	20 Million Given (rank)	13		
STORK Stoke Arm	30 42 72	30 ARM PUNCH (rank)	13 82 \$hock Mission 18 -		
Stoke Alli	+1 35	50 /train - 614CH (Talik)	14 14 14 16 A		

 Mission04-05 ÿ <u>04A</u> ÿ 0<u>4B</u> ÿ 05A ÿ 05B Mission 06 • Mission 07 • Mission 08 • Mission 09 • Mission 10-11

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• Mission 47 • Mission 48 • Mission 49 • Mission 50

		DF HP Hit Weight	Int.V	Veapon		obtain	
name	Frhansmant		Туре	AT Hit Attribute			price
		HP defense heavy	Built-i	in Weapons	shop	others	
		,	kinds	Cycle × Attack Attribute			
AVENIR Avnir Arm		28 48 70 :	32 ARM PUNCH (case)	14 80 \$hock Missio	n 18 ~		350
	+1 33		(,,,,,	15	ļ ·		700
ZEARAID Zeraid Arm		36 48 74	28 ARM PUNCH (rank)	13 80 Shock Missio	n 18 ~		380
	+1 41			14			760
FROST Frost Arm		32 60 72 :	34 ARM PUNCH (case)	15 80 Shock Missio	n 18 ~		380
	+1 37		(,,,,,	16			760
PEREGRINE Peregrine Arm		34	30 ARM PUNCH (rank)	15 80 Shock Missio	24 ~		400
	+1 39		507	16	Ţ <u>`</u>		800
BONART Bonato Arm		30 72 72 :	36 ARM PUNCH (rank)	16 82 Shock Missio	24 ~		400
Bonato Am	+1 35		30 Attivit Giver (rank)	17	127		800
ZIKADE Tshikade Arm		36 60 76	30 ARM PUNCH (rank)	15 82 Shock Missio	24		440
ZINADE ISHIKAUE AIH	+1 41		30 ANN FONCII (Ialik)	16	124 ~		880
VASA Versa Arm		32 84 74	OO A DAA BUNIOU (Tarana)	15			460
VASA Versa Arm	+1 37	04 (4	38 ARM PUNCH (rank)	16 Shock Missio	1 24 ~		920
ODODDE ODV.O OD V.A		32 84 74	40 A DA BUNOU (7-11)	20	. 00		480
GROPPE SPV Groppe SP-V Arm	+1 37	84 (4	40 ARM PUNCH (rank)	82 Shock Missio	1 26 ~		960
OTODIC MILINGA TO		34	OA A DA BUNOU ()	18	. 00		480
STORK Mk.IV Arm	+1 39	72 76	34 ARM PUNCH (case)	19 82 Shock Missio	1 26 ~		960
00011011		36		18			480
ORCUS II Orcus II Arm	+1 41	60 78	30 ARM PUNCH (rank)	19 Shock Missio	n 26 ~		960
7517		29		Ten			495
ZELT Zerth Arm	+1 34	63 70	31 ARM PUNCH (case)	80 Shock Missio	n 18 ~		990
MEADAID		36		19			500
MEARAID Mare Raid Arm	+1 41	72 80	32 ARM PUNCH (case)	20 82 Shock Missio	n 26 ~		1000
		32		20			520
CICADA II Cicada II Arm	+1 37	96 74	44 ARM PUNCH (rank)	84 Shock Missio	n 26 ~		1040
FROST HW Frost HW Arm		48 90 74	45 ARM PUNCH (rank)	15 84 Shock	-	Mission 14 (2nd playthrough)	(580)
NOVARAIR		40		20			580
NOVARAID Nova Raid Arm	+1 45	78 82	34 ARM PUNCH (case)	80 Shock Missio	n 26 ~		1160
		38		20			580
S-ORCUS S Orcus Arm	+1 43	90 76	36 ARM PUNCH (rank)	82 Shock Missio	n 26 ~		1160
		40		Secrety Sec.			690
PRISOMEA Plisomere Arm	+1 45	78 86	38 ARM PUNCH (rank)	82 Shock Missio	n 28 ~		1380
ARPEGGIO Arpeggio Arm		40 96 68	48 ARM PUNCH (rank)	25 86 Shock Mission 2	18 ~		700

Note

Parts availability list

Tips and tricks

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Arena/Opponent M-09

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2016-03-18

Link <u>/</u>
• @w<u>iki</u>

Up

 Arena/Opponent M-43 Int.Weapon DF HP Hit Weight ÿ51 AT Hit Attribute Type 2016-03-16 HP defense heavy Epilog Cycle x Attack Attribute kinds • Mission 51 +1 45 Mission 50 ZINC 102 78 48 ARM PUNCH (rank) 80 Shock Mission 28 ~ Zinc Arm Mission 49 +1 47 26 • Mission 48 20 STREGA Strega Arm 105 72 42 ARM PUNCH (case) 80 Shock Mission 26 ~ Mission 47 +1 48 46 35 **ORGEL** Orgel Arm 108 70 58 ARM PUNCH (case) 80 Shock Mission 35 ~ +1 51 36 50 35 BLIZZAIA 132 76 BRIZIA ARM 64 ARM PUNCH (rank) 76 Shock Mission 35 ~ +1 55 36 50 20 **PROZION** 72 84 48 ARM PUNCH (rank) 84 Shock Mission 35 ~ Prozion Arm +1 55 46 35 **FLUGEL** 132 70 Flugel Arm 68 ARM PUNCH (rank) 82 Shock Mission 40 ~ +1 51 48 ZEROA 108 80 Zero Arm 50 ARM PUNCH (rank) 80 Shock Mission 35 ~ +1 53 35 48 BLIZZAIA II BRIZIA II ARM 144 78 70 ARM PUNCH (rank) 80 Shock Mission 40 ~ +1 53 50 PERZEA 96 \$2 Perzea Arm 50 ARM PUNCH (rank) 82 Shock Mission 40 ~ 26 +1 55 50 40 PEGASE 156 80 Pegasus Arm 72 ARM PUNCH (rank) 82 Shock Mission 44 ~ +1 55 52 **TYPE 103** Sakata 103 Type Arm 108 82 50 ARM PUNCH (rank) 82 Shock Mission 44 ~ +1 57 52 30 TYPE 150 120 \$4 82 Shock Mission 44 ~ Sakata 150 type arm 50 ARM PUNCH (rank) +1 57 52 ZELIA 132 82 82 Shock Mission 44 ~ Zeria Arm 62 ARM PUNCH (case) +1 57 36 45 **PIOUS** 84 70 34 ARM PUNCH (case) Pius Arm 80 Shock Mission 35 ~ +1 50 26 82 DASLER II 150 80 Dasler Claw II Arm 65 DASLER-Cÿ(rank) 85 +1 47 83 Mission 14 (3rd playthrough onwards) 68 NUMSEKAR NUMSEKAR Arm 154 90 48 ARM PUNCH (rank) 90 Shock Mission 44 ~ +1 73 46 40 84 Shock Mission 49 ~ VALS 50 180 82 74 ARM PUNCH (rank) Bals Arm

others

1400

700

1400

715

1430

750

1500

800

1600

800

1600

800

1600

820

1640

880

1760

880

1760

900

1800

900

1800

960

1920

980

1960

990

1980

(1000)

(2000)

1089

2178

1100

			DF F	IP Hit Weight		Int.We	apon AT Hi	t Attı	ibute		obtain	
name			нр	defense heavy			Veapons			shop	others	price
				deterise fieavy		kinds	Cycle ×	Atta	k Attribute	Спор	- Ciricis	
		+1 55					41					2200
			52				40					1100
TYPE 105 Saka	ata 105 Arm	+1 57		144 84	62 AR	M PUNCH (case)	41	82	Shock Missior	1 49 ~		2200
			52				45					1200
VALIANT Valia	ant Arm	+1 57		192 82	78 AR	M PUNCH (rank)	46	88	Shock Missior	1 49 ~		2400
			54				40					1200
ELDOS Erdo	os Arm	+1 59		156 84	64 AR	M PUNCH (rank)	41	82	Shock Missior	1 49 ~		2400
			46				36				Mission 50 (1st round)	(1200)
PHANTOM Phan	ntom Arm	+1 51		160 88	52 AR	M PUNCH (rank) [x]	37	88	Impact		Mission 50 (2nd and subsequent even numbere	ed laps) (2400)
			68				40					1265
IGEL EINS H IGEL EINS H		+1 73		175 72	42 AR	M PUNCH (case)	41	90	Shock Missior	1 49 ~		2530
			56				44					1300
ZENITH V Zenit	th V Arm	+1 61		180 86	60 AR	M PUNCH (rank)	45	86	Shock Missior	1 49 ~		2600
			58				96					1600
DASLER Dasle	er Claw Arm	+1 63		216 86	76 DA	SLER-C (rank)	97	92	Shock Missior	1 49 ~		3200
			52				99				Mission 47 (2nd round)	(19000)
DRAGON HANDS Dragon I		+1 57		120 98	80 DR	AGON_H (rank) [x]	100	98	enetration		Mission 47 (3rd playthrough and after)	(38000)

Up___

MG (machine gun) 👱

		Int.Wea	apon			
	DF HP Hit Weight	Туре	AT Hit Attribute	obtain		
name		Built-in We	eapons			price
	HP defense heavy	kinds	Cycle × Attack Attribute	shop	others	

	DE LIB LISA WA	.:	Int.W	eapon	obtain		
nama	DF HP Hit We	eignt	Туре	AT Hit Attribute	obtairi		price
name	LID defense h		Built-in	Weapons	ahan	others	price
	HP defense h	eavy	kinds	Cycle × Attack Attribute	shop	outers	
VAPOR Vapor Arm	16 30 70	23 VA	POR MG (close) [x]	4x 3 72 penetration Missic	n 06 ~	Π	220
INDOS Indos Arm	40 108 76	46 IN	DOS MG (close) [x]	4×10 90 penetration Missi	on 26ÿ		640
WILD GOAT Wild Goat Arm	40 108 68	50 W	LDGOAT MG (Near) [x] 3x	20 72 Penetration Mission 28~			700
BIZANT ÿ Arm	38 150 55	55 BI	ZANTÿ MG (near) [×]	8× 6 65 penetration Mission (22~ (2nd playthrough and after)		740
RATMOUNT Ratmount Arm	44 120 72	62 RA	TMOUNT MG (near) [x] 4x	17 74 Penetration Mission 35~			750
TYPE 67C Sakata 67 Type Modified Arm	48 108 72	60 TY	PE67C MG (near) [x]	2x37 74 penetration Missi	on 40ÿ		800
VAMPIRE Vampire Arm	44 130 78	90 VA	MPIRE MG (near) [x]	5×14 78 penetration Missi	on 40ÿ		1000
ÿÿÿÿÿ Terran Arm	50 108 90	60 ўў	ÿÿÿ MG (nearby)	4x25 99 penetration Missi	on 44ÿ		1000
KOROK ARM	52 168 84	68 KC	ROD MG (nearby)	4x23 82 penetration Missi	on 49ÿ		1180
KOROK II Arm	49 200 90	70 ÿÿ	ÿÿÿÿÿ MG (near)	8×10 75 penetration Mission	12~ (2nd playthrough and after)		1250

SG (Shotgun)



				Int.We	apon			
	DF	HP Hit We	eight	Туре	AT Hit Att	ribute	obtain	price
name	μв	defense h	1001111	Built-in W	/eapons		Shop Other	price
	ПР	ueiense i	leavy	kinds	Cycle × Attac	k Attribute	Shop Other	
SPRIGGAN Spriggan Arm	30 6	60 85	40 9	SPRIGGAN SG (close) [x] 6x 4	85 Impact Mi	ssion 24 ~		500

Up

FT (Flamethrower) 👱

	DF	HP Hit	Weight			Int.We		t Attribute	obtain	
name	шв	dofone	se heavy			Built-in \	Veapons		Shop Other	price
	пг	ueiens	e neavy			kinds	Cycle ×	Attack Attribute	Shop Other	
					$\overline{}$					
BOGGART Bogart Arm	50	70 90		90 E	800	GGART FT (near) [x] 1x8	90 Flan	ne Mission 49~		1500

Up

BZ (Bazooka)

		Int.We	apon		
	DF HP Hit Weight	Туре	AT Hit Attribute	obtain	
name		Built-in W	/eapons		price
	HP defense heavy	kinds	Cycle × Attack Attribute	Shop Other	

		DF HP Hit Weight				Int.Wea	pon			obtain	
	name	DF I	HP HIT	weigi	nt	Туре	AT H	lit	Attribute	obtain	price
	name	ЦΒ	dofon	se hea	\A/	Built-in We	apons			Shop Other	price
		ПГ	ueren	se nea	vy	kinds	Cycle :	× A	Attack Attribute	Shop Other	
HORNET Ho	rnet Arm	30 5	50 70		36	HORNET BZ (Near) [x] Near/Far (1-5)	1×25	70) Shock / Flame M	ission 12~	350
SPHINX Sphi	inx Arm	44 ′	100 70		70	SPHINX BZ (Near) [x] Near/Far (1-5)	1×58	70) Impact / Hot Miss	sion 35ÿ	950

Up

CN (Canon)

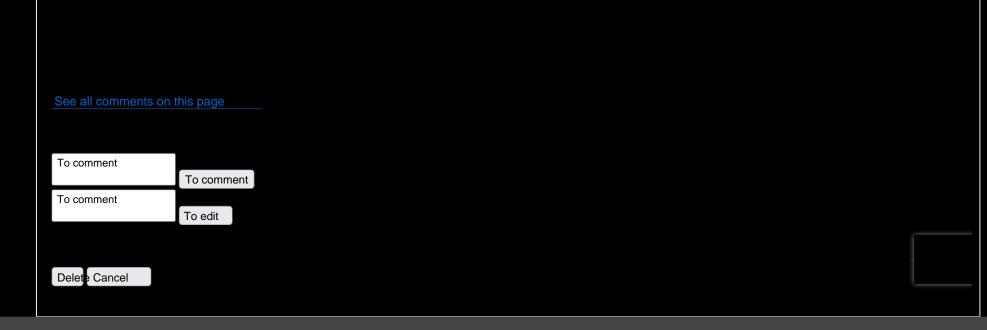
		חבו	LID LIE W	- i - ı b 4				Int.W	Veapon			obtain	
	name	ו זע	HP Hit We	eignt			Туре		AT Hi	t Attr	ibute	obtain	price
	Hallie	μр	defense h	2027//				Built-i	in Weapons			Shop Other	price
			ucielise i	leavy			kinds		Cycle ×	Attac	k Attribute	Shop Other	
						_							
BIZANT Arr	n	30 4	48 74		36 E	зıŻ	ZANT CN (near) [x]	4× 7	74 Pene	tration	n / Flaming Mis	ssion 18~	360
CROF Arm		30 8	54 70		38 (R	OF CN (nearby) [x]]	5× 7 8	0 pen	etration / Flam	ing Mission 24~	400
TYPE 65 S	akata 65 Arm	40 8	84 70		46	Y	PE65 CN (Near) [x]] 3×20	0 74 Pen	etratio	on / Flaming M	ission 28~	700
TYPE 67 S	akata 67 Arm	48 9	96 70		54 7	Y	PE67 CN (Near) [x]] 2×3	4 74 Pen	etratio	on / Flame Mis	sion35~	750

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Tags: + Edit Tags

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FRONT MISSION 2089 Bo	order of Madness @wiki								
Large mobile weapons									
ienu 💆	ÿComputerÿBodyÿArm LÿAr	m RÿLegsi	ÿBack Pack Large Mobile Weapon						
Top page _inks Survey	Large mobile weapons 💆	, ,							
	No one other than Glouc	ester and A	Argem can activate the skill.						
ic knowledge 💆	Setup is only possible for	"compute	rs" and "items".						
Systemsic operations	* Obtained from: Shop / Initial		/ Enemy kill / Map / Event / Clear reward						
ommands ase facilities			DF HP Engine Hit Weight Move Type		VE - DOMO	Weapon	AT Hit Range Bullet Type	e	Attribute
ena	name		PARTS HP prevention	Transfer Type	VEAPONS	kinds	Attack × Range Bullet Type	Attribute	
Clear Bonus Igs			obtain				price		
LOT 👱			Body 30 200 400 - 150	15 Normal L.Grip P	ROTOTYPE MG		5×6 82 1 (1-1) - Short (ne	ar) penetration	
PILOT			Arm L		R.Grip				
			-Large Unit- (No Parts)		Shoulder		-		
ILL ∠ kill			Legs	R	. Shoulder		-		
JAIII .	PROTOTYPE		Mission 17 (1st round)						(1000)
EAPON 🚣	INGTOTILE		Body 35 200 400 - 150	15 Normal L. Grip F	PROTOTYPE MG+1	5×7 82 1ÿ1-1ÿ ÿ S	Shortÿnearÿ Perletration		
Grip_			Arm L		R.Grip				
Shoulder		+1	-Large Unit- (No Parts)	L	. Shoulder				
RTS 👱			Legs	R	. Shoulder		-		
Computer			Mission 17 (2nd playthrough)						(2000)
Body . Nrm L			Body 30 500 800 - 100	15 Normal L. Grip			-		
ırm R			Arm L	13 Normal E. Grip	R.Grip				
egs_			-Large Unit-		. Shoulder KONG C	N	1×32 60 1 (1-1) - Short per	netration / flame	
Backpack rge mobile weapons			Legs (No Parts)		. Shoulder KONG M		2×14 76 5 (3-5)	5. Long Heat	
ge mobile weapons			Mission 21 (2nd playthrough)				2211100(00)	J. Long Heat	(4000)
EM 👱	KONG Kong		Body 35 500 800 - 100	15 Normal L. Grip					(1000)
<u>em</u>			Arm L	13 Normal E. Grip	R.Grip				
SSION 👱		+1	-Large Unit-		.Shoulder KONG CI	N+1	1×33 60 1 (1-1) - Short (r	near penetration	/ flame
Mission 01			Legs (No Parts)		. Shoulder KONG M		2×15 76 5 (3-5)	5. Long Heat	
Mission 02			Mission 14 (3rd playthrough onwards)				, , , ,	2019 11000	(8000)
ALESS COLUMN TO THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF THE PARTY OF TH			i (ora piayanough onnaras)						

			PARTS		gine Hit We	eight N	love Type			WEAPONS	Weapon			t Type Attribute	
name				HP prever				Trans	fer Type		kinds			t Type Attribute	
			<u> </u>			obtain						pric	e 		
			Body 28	3 3 1 0	950 -	220		16	Normal L. G	rip CLINTON MG		5×23 82	: 1 (1-1) - Sł	nort (near) penetratior	
			Arm L							R.Grip			-		
			Arm R			-Large (No F	e Unit- Parts)			L. Shoulder			-		
			Legs			,				R. Shoulder			-		
CLINTON TYPE			Mission 14 (2r	nd playthrough)											(4200)
CLINTON TIPE			Body 33	310	950 -	220		16	Normal L. G	rip CLINTON MG	+1	5×24 82	1 (1-1) - St	nort (near) penetration	
			Arm L							R.Grip					
		+1	Arm R			-Large (No F	e Unit- Parts)			L. Shoulder					
			Legs			`				R. Shoulder			-		
			Mission 14 (3r	d playthrough onv	vards)										(8400)
			Body 43	3 120	550 -	\neg	80	-	-	L.Grip GLC	STER MG	4×45 80	1 (1-1) - Sh	nort (near) penetration	
			Arm L 38				60	-	-	R.Grip GLC				ort penetration / flame	
			Arm R 38	3 70 - 99			60		-	L. Shoulder			-		
			Legs 40	100	0 -		70	10	Normal R. S	houlder					
OL COTED	.			A (1st round)										(4600)
GLOSTER	Bloucester		Body 48	3 120	550 -		80	-	-	L.Grip GLC	STER MG+1	4×50 80	1 (1-1) - Sh	ort (near) penetration	
			Arm L 43	3 70 - 99			60	-	-	R.Grip GL	OSTER CN+1	1×70 85	5 1 (1-1) - SI	hort (near) penetratio	/ flame
		+1	Arm R 4	3 70 - 99			60	·	-	L. Shoulder			-		
			Legs 45	100	0 -		70	10	Normal R. S	houlder			-		
			Mission 11A (3	3rd playthrough o	nwards)										(9200)
		$\neg \top$	Body 65	300	800 -	150		15	Hover L. Gr i	p	TCKA CN	1×32 60	1 (1-1) - Sho	ort penetration / flame	
			Arm L						-	R.Grip			-		
			Arm R			-Large (No F	e Unit-			L. Shoulder	TCKA MS	2×14 76	5 (3-5)	5. Long Heat	
			Legs			(INO F	aris)			R. Shoulder			-		
			Mission 14 (2r	nd playthrough)											(7900)
TCK ASSAULT TO	CK Assault		Body 70	300	800 -	150		15	Hover L. Gri	p	TCKA CN+1	1×33 60) 1 (1-1) - SI	nort (near) penetratio	
			Arm L							R.Grip			· -		
		+1	Arm R			-Large (No F	e Unit-			L. Shoulder	TCKA MS+1	2×15 76	5 (3-5)	5. Long Heat	
			Legs			(1401	arto)			R. Shoulder					
			Mission 11A (3	3rd playthrough o	nwards)										(15800)
			Pody 5	580 1000 -	250			24	Normal	rip SEAKING MG		5,22,92	1 (1-1) St	nort (near) penetration	
SEAKING S	Seeking		Arm L	- 360 1000 -				21	Normal L. G	R.Grip		3×23 62	-	ion (near) penetration	
32	Jocking		Arm R			-Large (No F	e Unit- Parts)			L. Shoulder					
			- Aum IX							L. Onouldel					

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• Mission 51				DARTO	DF HP Engin	e Hit We	eight Mo	ove Type	,		MEARONG	Weapon	AT Hit Range Bullet	Type Attribute	
Epilog	nam	е		PARTS	HP prevention				Trans	fer Type	WEAPONS	kinds	Attack × Range Bullet	Type Attribute	
others 👱							obtain				price				
Parts availability list				Legs							R. Shoulder		-		
Note				Mission 32	(1st round): Condition	ns apply									(8200)
Tips and tricks				Body 5	9 580 1000 - 25	0	\Box		21	Normal L. Gr	i p SEAKING MG	+1	5×24 82 1 (1-1) - Sh	ort (near) penetration	
				Arm L					<u>'</u>		R.Grip		-		
Link 👱			+1	Arm R			-Large (No Pa				L. Shoulder				
@wiki User Guide				Legs			(INU F	aris)			R. Shoulder				
• @ wiki Oser Guide					nd playthrough): Condition	ons apply									(16400)
<u>Up</u>			$\overline{}$								<u> </u>				
Number of hits 🚄				Body 6		750 -	100		<u> </u>	-	L.Grip ALG		4×45 80 1 (1-1) - Sh		
Currently 1					5 140 - 99			93			R.Grip ALG	EM CN	1×65 85 1 (1-1) - Sho	t penetration / flame	
Today 1				Arm R 5	5 140 - 99			93		-	L. Shoulder				
				Legs 60	200	0		99	16	Normal R. Sh	oulder				
Yesterday 0	ALGEM	Argem		Mission 4	7 (1st round)										(9000)
Total: 1421		Augem		Body 7	0 300	750 -	100			-	L.Grip ALG	EM MG+1	4×50 80 1 (1-1) - Sh	ort (near) penetration	
				Arm L 6	0 140 - 99			93	Ŀ	-	R.Grip ALG	EM CN+1	1×70 85 1 (1-1) - Sh	ort (near) penetratior	/ flame
Change log			+1	Arm R 6	0 140 - 99			93	-	-	L. Shoulder				
2023-09-02				Legs 6	5 200	0		99	16	Normal R. Sh	oulder		-		
• top page 2020-05-28				Mission 25A	(3rd playthrough onwar	ds)									(18000)
• questionnaire				Body 7	0 999 1500 - 30	0			16	Normal I. Gr	ip BUREN FT		1×66 82 1 (1-1) - Sho	rt (near) flame heat	
2018-05-14				Arm L	333 1300 30	0			10	torriar E. Gr	R.Grip		-	1 (11561) Iamo Hoat	
• Link Collection				Arm R			-Large	Unit-			L. Shoulder E	BUREN MS	4×23 82 5 (3-5)	E I ong Hoot	$\overline{}$
2016-04-17							(No Pa	arts)			R. Shoulder	SORERMO	-	5. Long Heat	
• Mission50/figure				Legs	(2nd round)						II. Onoulaei				(9200)
• Mission42/figure2	BUREN	Buren			(2nd round)						. DUDEN ET		1,67,92,4 (4.4)	t (noor) forms have	(9200)
• Mission42/figure					5 999 1500 - 30	0			16	Normal L. Gr	ip BUREN FT+1		1×67 \$2 1 (1-1) - Sho -	(near) lame neat	
• Mission41/figure				Arm R -Large Unit-					R.Grip	DUDENIMO: 4					
• Mission38/figure			+1	Arm R			(No Pa				L. Shoulder E	DUREN WS+1	4×24 82 5 (3-5)	5. Long Heat	
• Mission30/figure				Legs							R. Shoulder				
• Mission10A/figure				Mission 47 (3rd playthrough and after)							(18400)				(18400)
2016-03-26				Body 6	5 450 1250 - 25	0			19	Normal L. Gr	i p BANYAN MG		5×23 82 1 (1-1) - Sh	ort (near) penetration	
• menu 2016-03-20				Arm L							R.Grip		-		
Arena/Opponent M-26				Arm R			-Large				L.Shoulder L	ONG FORCE	1×88 74 9 (6-9) - Lone	g penetration / flame	
	BANYAN	Banyan		Legs			(No Pa	arts)			R. Shoulder		-		
ÿ33				Mission 17 (3	rd playthrough onwards										(9700)
• A <u>rena/Opponent M-09</u>				Body 7	0 450 1250 - 25	0			19	Normal L. Gr	i p BANYAN MG+	-1	5×24 82 1 (1-1) - Sh	ort (near) penetration	
<u>ÿ16</u> 2016-03-18			+1	Arm L			-Large	Unit-			R.Grip		-	1	
							Large	Office			к.опр				

×

$-\parallel$	nam	e	Enhancement	PARTS DF HP Engine Hit Weight Move Type HP prevention	pe Transfer Type	WEAPONS	Weapon kinds	AT Hit Range Bullet Type Attribute Attack × Range Bullet Type Attribute		
				obtain				price		
				Arm R (No Parts)		L. Shoulder LO	NG FORCE+1	1x89 74 9 (6-9) - Long Penetration / Flan	ne	
				Legs		R. Shoulder				
				Mission 25A (2nd playthrough)					(19400)	
				Body 63 800 1500 - 280	21 Normal L. Gr	p GAVEL MG		5x23 82 1 (1-1) - Short (near) penetratio	n	
				Arm L		R.Grip		-		
				-Large Unit- (No Parts)		L.Shoulder LO	NG FORCE	1x88 74 9 (6-9) - Long penetration / flam	ie	
				Legs		R. Shoulder		-		
	GAVEL	01		Mission 38 (2nd round)					(10000)	
	GAVEL	Gavel		Body 68 800 1500 - 280	21 Normal L. Gr	p GAVEL MG+1		5×24 82 1 (1-1) - Short (near) penetratio	n	
				Arm L		R.Grip		· · · · · · · · · · · · · · · · · · ·		
			+1	Arm R -Large Unit- (No Parts)		L. Shoulder LO	NG FORCE+1	1×89 74 9 (6-9) - Long Penetration / Flan	ne	
				Legs		R. Shoulder				
				Mission 32 (3rd playthrough and after): Conditions apply					(20000)	
				Body 75 600 1400 - 270	21 Normal L.Gri	INNOVA MG		5×23 82 1 (1-1) - Short (near) penetratio	n	
				Arm L		R.Grip		-		
				Arm R -Large Unit-		L. Shoulder				
				Legs (No Parts)	(No Faits)					
				Mission 21 (2nd playthrough)					(11400)	
	INNOVA	Innova		Body 80 600 1400 - 270	21 Normal L.Gri	NNOVA MG+1		5x24 82 1 (1-1) - Short (near) penetratio	n	
			+1	Arm L		R.Grip				
				-Large Unit-	-Large Unit- (No Parts)					
				Legs		R. Shoulder		-		
				Mission 21 (3rd playthrough onwards)					(22800)	
				Body 40 600 2000 - 260	15 Normal L.Gri	n GIGAS MG		5x23 82 1 (1-1) - Short (near) penetratio	n	
		Gigas			Arm L	13 Normal E.Sii	R.Grip		-	
				-Large Unit-		L.Shoulder LOI	NG FORCE	1x88 74 9 (6-9) - Long penetration / flam	ie.	
				Legs (No Parts)		R. Shoulder		-		
				Mission 38 (3rd playthrough and after)				(12500)		
	GIGAS			Body 45 600 2000 - 260	15 Normal L.Gri	p GIGAS MG+1		5×24 82 1 (1-1) - Short (near) penetratio		
				Arm L		R.Grip		-		
			+1	Arm R -Large Unit-		L. Shoulder LO	NG FORCE+1	1x89 74 9 (6-9) - Long Penetration / Flat	ne	
				Legs (No Parts)	(No Parts)			-		
				Mission 21 (3rd playthrough onwards)					(25000)	

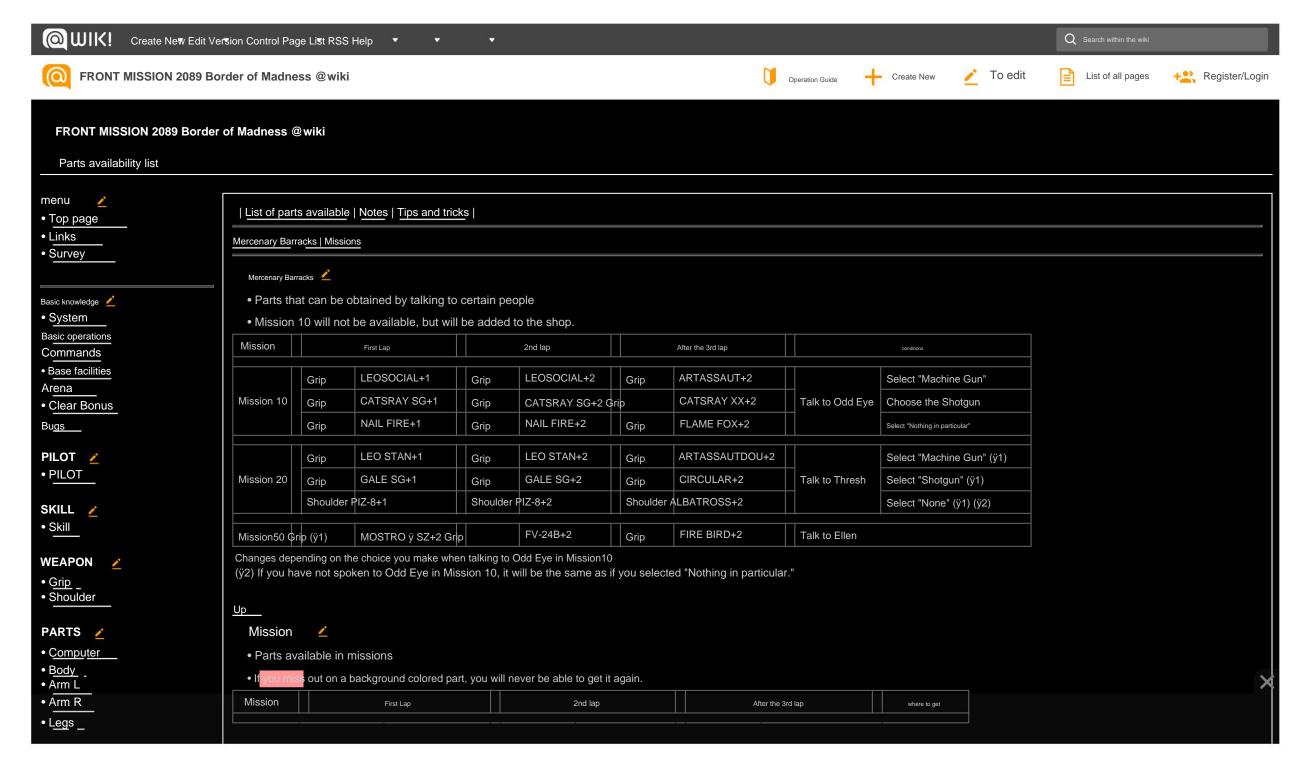
Arena/Opponent M-43

<u>ÿ51</u> 2016-03-16

Epilog
 Mission 51
 Mission 50
 Mission 49
 Mission 48
 Mission 47

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• Backpack	Mission		First Lap		2nd lap		ifter the 3rd lap	where to get
bile weapons	Mission05A Shou	ılder	BONE	Shoulder	BONE+1	Shoulder	BONE+2	Clear Reward
	Mission05B Body		VAPOR	Body	VAPOR+1	Body	TEMPEST+1	Clear Reward
		Body	HUSKY Mk.IV+1	Grip	ZIEGER+2	Large Mobile Wea	apon TCK ASSAULT+1 Map	
N <u> </u>	Mission 11A	Grip	RIM-3+1	Grip	IGUCHI T7+2	Grip	HEAVY PILE+2	map
101		Grip	IBIS+1	Grip	EMPIRE+2	Large mobile wea	pon GLOSTER+1	map
03 04-05		Item	Repair S	Shoulder	SUN OWL+1	Shoulder	SUN OWL+2	Container destruction
04B	Mission 11B	Body	VAJE+1	Shoulder	EGRET+1	Shoulder	EGRET+2	Container destruction
0 <u>5B</u> 06	IVIISSIOTI TID	Arm R	VAJE+1	Legs	OURS+1	Grip	FLAME FOX+2	Container destruction
<u>0</u> 7		Backpack Chipmu	ink	Item	Repair SP	Item	Repair SP	Container destruction
<u>8</u>		Body	MOTH VR.5+1	Large mobile wea	oon TCK ASSAULT	Item	Repair SP	Container (map)
<u>9</u> 0-11		Arm L/R	GALVO MRX+1	Body	FROST HW	Large Mobile Wea	apon CLINTON TYPE+1 Contai	ner (Map)
	Mission 14	Item	Smoke	Large mobile wea	oon CLINTON TYPE	Grip	PSG-5	Container (map)
0B 1B	Mission 14	Legs	CRABESANT+1	Arm R	DASLER II	Arm R	DASLER II+1	Container (map)
<u>12</u> 13		Grip	F-2 TONFA+1	Grip	HEAVY PILE+1	Grip	K-SABER+2	Container (map)
14		Item	Acid	Arm L/R	FROST HW	Large Mobile Wea	apon KONG+1	Container (map)
15 16	Mission 16	Grip	PSG-5+1	Grip	PSG-5+2	Grip	WINEE PLUS+2 enemy down	1
<u>7</u> 8		Grip	F-3 HAND ROD+1	Grip	F-3 HAND ROD+2 Grip		F-4 HAND ROD+2 enemy sh	ot down
<u>8</u> 9	Mission 17	Grip	IRON LUMP+1	Grip	IRON LUMP+2	Grip	K-SABER+2	Enemy Shootdown
<u>1 20</u> 1 21		Large Mobile Wea	apon PROTOTYPE	Large mobile wea	pon PROTOTYPE+1 Large	mobile weapon BAN	YAN	Enemy Shootdown
2 3-25	Mission 20	Computer SOC		Body	ўўўўў+1	Body	ўўўўў+1	Clear Reward (ÿa)
3-25 B		Body	FROST+1	Large Mobile Wea	oon INNOVA	Large mobile wea	pon GIGAS+1	Container (map)
4B 5B	Mission 21	Grip	F-3 HAND ROD+1 Large m	obile weapon		Large mobile wea	pon INNOVA+1	Container (map)
26		Shoulder	WS-14+1	Legs	FROST HW	Shoulder	WS-14B+2	Container (map)
27 28	Mission 24A Grip		DESTROYERS	Grip	DESTROYERS+1 Grip		DESTROYERS+2 Clear Rew	ard
<u>29</u> 30	Mission 25A Larg	e mobile weapon	OSTER	Large Mobile Wea	pon BANYAN+1	Large mobile wea	pon ALGEM+1	map

Episode 2 of 6

Mississ 00									
Mission 32	Mission		First Lap		2nd lap	· ·	fter the 3rd lap	where to get	
Mission 33 Mission 34	Mission 25B Grip		SLAB+1	Grip	HEXA G3+1	Grip	HEXA G3+2	Enemy Shootdown	
Mission 35									
Mission 36	Mission 28	Grip	COBRA+1	Grip	HEXA G3+1	Grip	HEXA G3+2	Enemy Shootdown	
Mission 37		J		1		1		0. 5	
Mission 38	Mission 32 Large	Mobile Weapon	KING	Large Mobile Wea	pon SEAKING+1	Large mobile wea	pon GAVEL+1	Clear Reward (ÿb)	
Mission 39		Grip	SNOW MAN+1	Grip	SNOW MAN+2	Grip	GREY EYE+2	Enamy Shootdown	
Mission 40	Mission 36			+				Energy anocadown	
sion 41		Grip	FX IMPERIAL	Grip	FX IMPERIAL+1	Grip	FX IMPERIAL+2 enemy kills		
sion 42	Mission 38	Legs	GODWIT+1	Large mobile wear	on GAVEL	Large Mobile Wea	mon GIGAS	Clear Reward	
ssion 43		Legs		Large mobile wear	OTVEE	Large Mobile Wee	010710	Oldar Neward	
ssion 44		Grip	PAP-66+1	Grip	FV-24B+1	Grip	FV-24B+2	Enemy Shootdown	
ssion 45		Grip	HEXAFIRE-Mkÿ+1 Grip		HEXA G3+1	Grip	HEXA G3+2	Energy Shootdown	
ion 46	Mission 39						 		
on 47		Grip	B-TUSK+1	Grip	B-TUSK+2	Grip	CRUSADER ROD+2 enemy	JOWN	
on 48		Grip	HEXAFIRE-Mkÿ+1 Grip		HEXA G3+1	Grip	HEXA G3+2	Enemy Shootdown	
sion 49									
sion 50	Mission 40	Grip	KAGIROI	Grip	KAGIROI+1	Grip	KAGIROI+2	Clear Reward	
ssion 51	Mission 41	Grip	ZIEGE	Grip	ZIEGE+1	Grip	ZIEGE+2	map	
_	<u> </u>	Glip	2.202	Glip	2.2027.	Glip	1 2 2 2 2 2	Пар	
		Large mobile wea	pon ALGEM	Arm L/R	DRAGON HANDS Arm L	/R	DRAGON HANDS+1 Map		
s 👱 s availability list	Mission 47	Grip	COVET V300+1 Large mob	ile weapon		Large Mobile We	anon BUREN+1	map	
avaliability list		Gilb	001211000112a.goop	пр повроп			7020112.111		
triaka		Legs	PHANTOM	Legs	PHANTOM+1	Legs	PHANTOM+1	Enemy Shootdown	
ricks		Body	PHANTOM	Body	PHANTOM+1	Body	PHANTOM+1	Energy Shootfown	
	Mission 50								
<u> </u>		Arm L/R	PHANTOM	Arm R	PHANTOM+1	Arm L	PHANTOM+1	Enemy shot down (ÿc)	
<u>i</u>		Computer	SI Prototype	Computer	SI Prototype	Computer	SI Prototype	Clear Reward	
ki User Guide	(ÿa) Obtained	when you shoot	down reinforcements wi	ithin 5 turns					
			s, including reinforcement						
	(ÿc) From the 4	th lap onwards, y	ou can obtain "Arm R: PH	IANTOM+1" on ev	en-numbered laps and	"Arm L: PHANTO	M+1" on odd-numbered lap	S.	
show of hits.									
er of hits 👱	<u>Up</u>								
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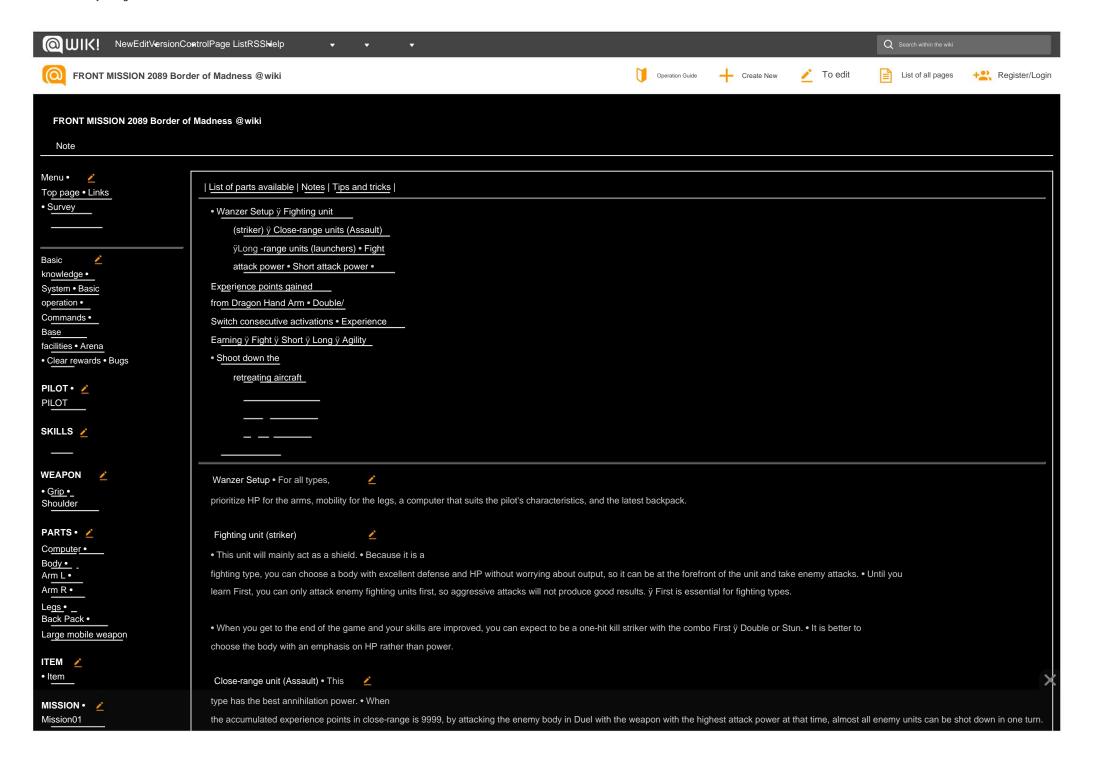
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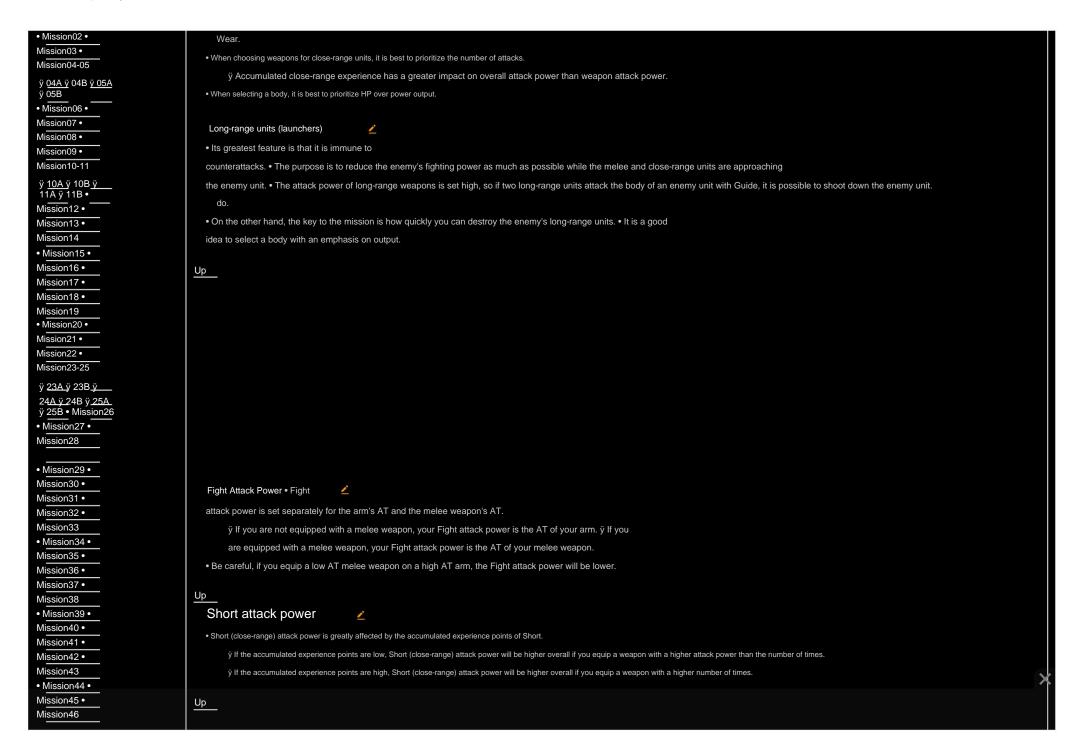
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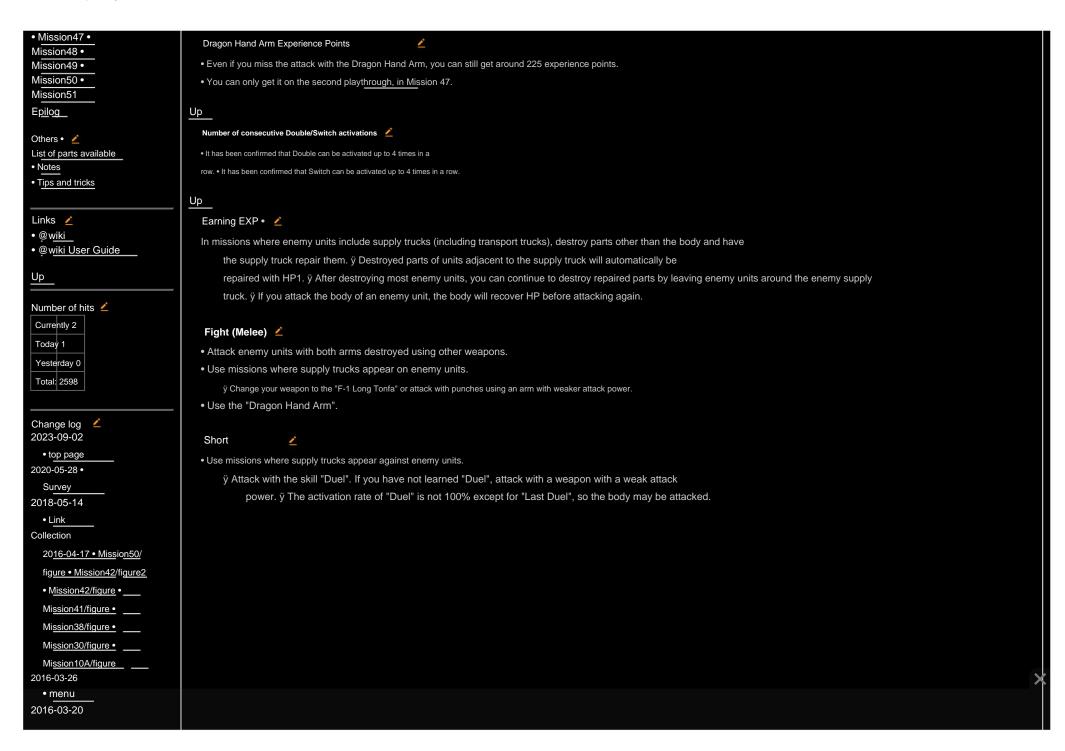
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- Arena/Opponent M-09 ÿ16

2016-03-18

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Long

- Use missions where supply trucks appear for enemy units.
 - ÿ Attack with the skill "Guide". If you have not learned "Guide", attack with a weapon with a weaker attack power.
 - ÿ The activation rate of "Guide" is not 100% except for "Last Guide", so there is a chance that it will attack the body.

Agility

1

- When increasing your Agility experience, try to position yourself adjacent to enemy units with low attack power and perform defensive actions every turn.
 - ÿ If you have a shield equipped, performing a defensive action with the shield will only earn you 2 experience points, so try to perform defensive actions with "Defend" whenever possible.
- It is a good idea to increase your Agility early on to reduce damage from long-range attacks.

ÿNotes

- The amount of Agility experience gained depends on the Total accumulated experience at the start of the mission.
- At the start of a mission, a pilot with a total accumulated experience of 5,000 will earn more experience than a pilot with a total accumulated experience of 1,000.
- In the early stages, your total cumulative experience points will be low, and there will also be little experience points you can gain from anything other than Agility, so it's better to increase your cumulative experience points by taking defensive actions.
 - ÿ Defensive actions result in less damage being taken.
- When increasing your Agillty experience points, it is more efficient to clear a mission once it has reached a certain level, and then increase it again in the next mission, rather than increasing it all at once.
 - ÿ The amount of experience gained in the next mission will increase because the Agility experience gained in the previous mission will increase the Total accumulated experience.

Relationship between cumulative experience points and earned experience points (guideline)										
Total cumulative experience points	Earned experience points	sTo	tal cumulative experience points Earn	ned experience points						
-	-		2500-2700	11						
0 to 100	2		2800-3000	12						
200-300	3		3100ÿ3300	13						
400-600	Four		3400 to 3600	14						
700-900	Fire		3700ÿ3900	15						
1000 to 1200	6		4000-4300	16						
1300-1500	7		4400 to 4700	17						
1600-1800	8		4800 to 5100	18						
1900-2100	9		5200ÿ2500	19						
2200ÿ2400	Ten		5600ÿ5900	20						

^{*} Check enemy unit attacks with ARM PUNCH

Up

Retreating aircraft shot down 🧪

• To shoot down a unit that retreats when it receives a certain amount of damage, it is a good idea to deal enough damage to make it retreat, and then attack with a "link attack."

If the damage dealt is low, use "Acid Bomb" to lower your defense and "Flash Grenade" to make it unavoidable.

Up

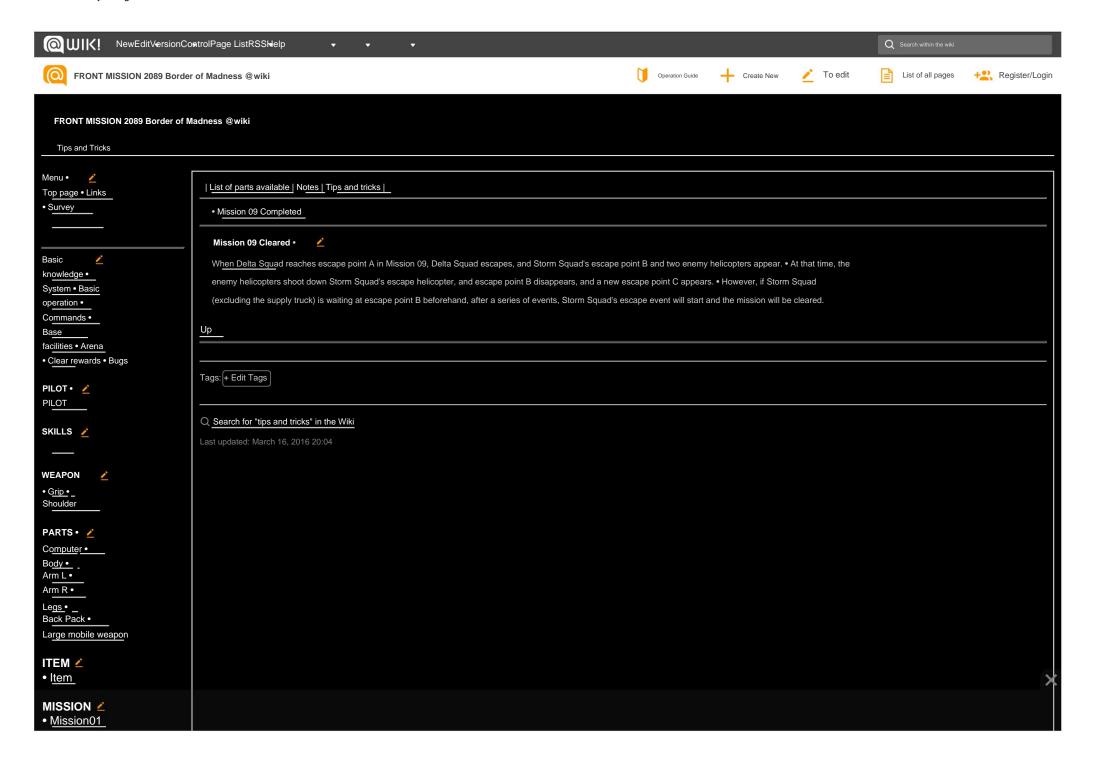
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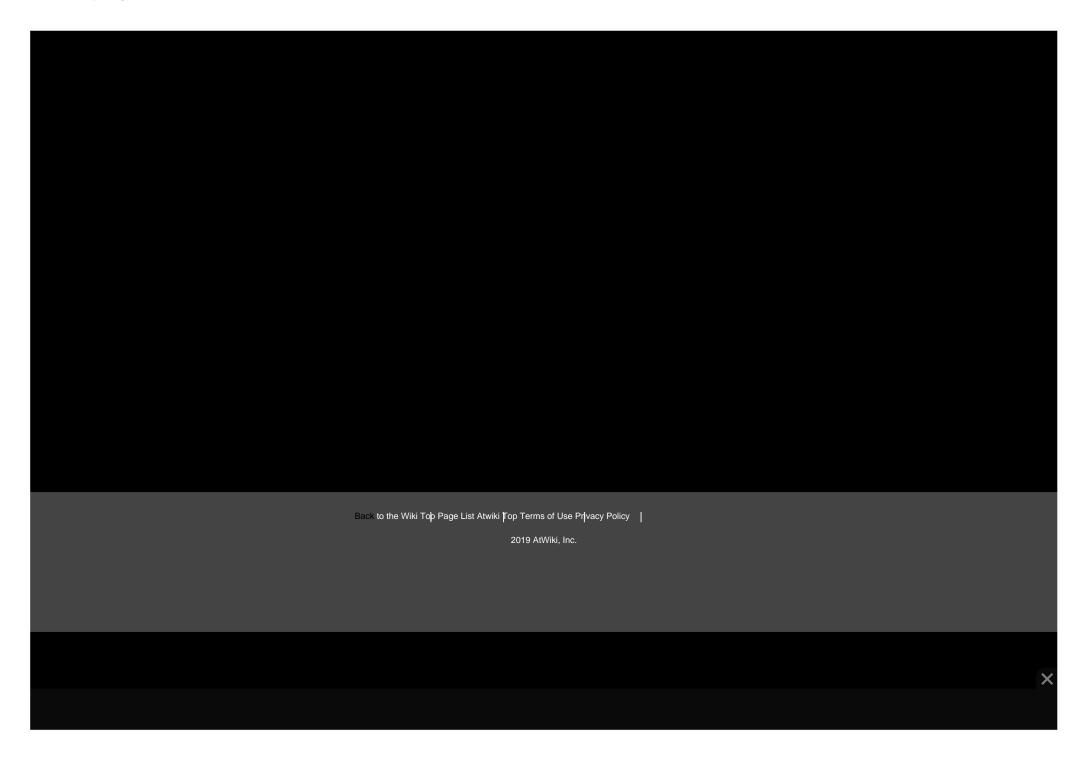
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Mission48 •	
Mission49 •	
Mission50 •	
Mi <u>ssion51</u>	
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List of parts available	
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• Tips and tricks	
Links 💆	
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<u>Up</u>	
Number of hits 👱	
Currently 2	
Today 1	
Yesterday 0	
Total: 2648	
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Mission30/figure •	
Mission10A/figure	
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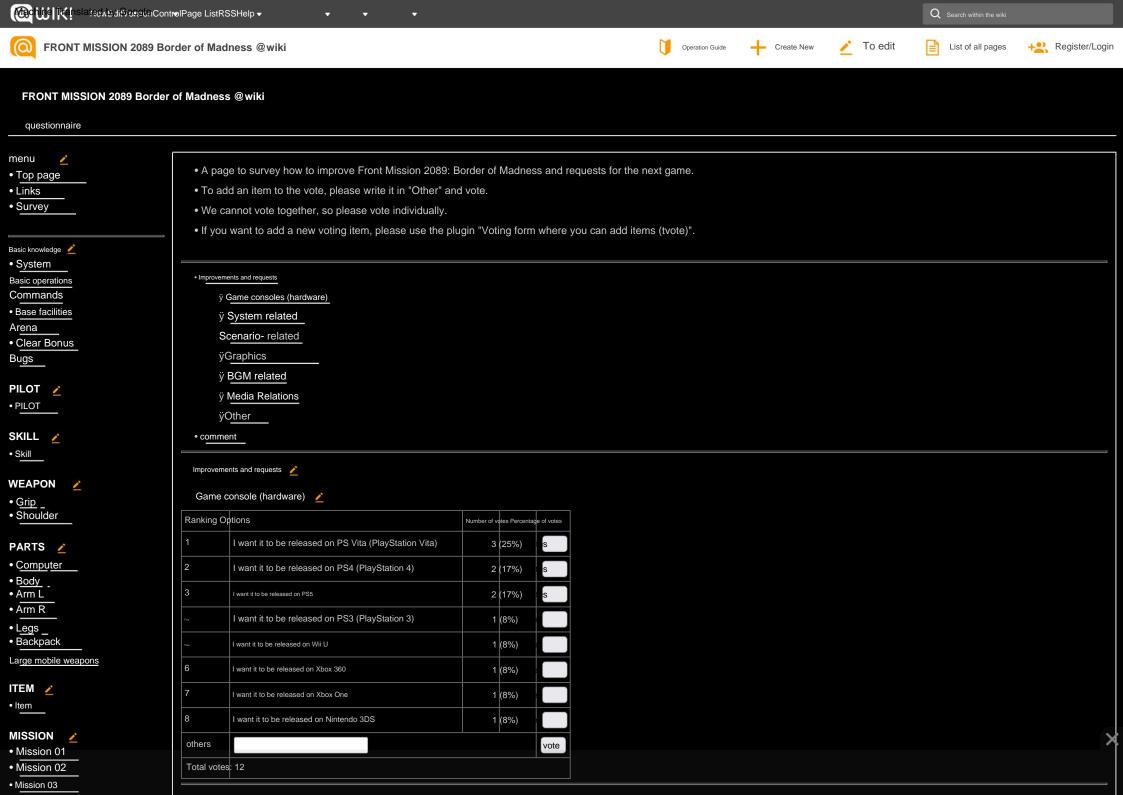
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• Mission04-05
ÿ 04A ÿ 04B ÿ <u>05A</u> ÿ 0 <u>5B</u>
ÿ <u>05A</u> ÿ 0 <u>5B</u>
Mission 06Mission 07
• Mission 08
• Mission 09
• Mission 10-11
ÿ 10A ÿ 10B— ÿ <u>11A</u> ÿ 1 <u>1B</u>
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Mission 18Mission 19
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ÿ 23A ÿ 23B_
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Mission 39Mission 40
• Mission 41
• Mission 42
• Mission 43
• Mission 44
• Mission 45
Mission 46Mission 47
• Mission 48
 Mission 49
• Mission 49 • Mission 50

Syste	em 👱			
Ranking Opti	ons	Number of vo	otes Percentag	e of votes
1	I want the game balance to be reviewed	2 (50%)		
2	I want the lines to be fully voiced.	2	(50%)	
others				vote
Total votes:	4			

Scenario related 👱

Ranking Opti	ons	Number of ve	ites Percentag	e of votes
1	Please add more missions and events.	3	(60%)	
2	I want guest characters to appear 2 (40%)			
others				vote
Total votes:	5			

Graphics

Ranking Opti	ons	Number of vo	otes Percentag	e of votes
1	I want it to be in HD	2	(50%)	
2	I want the graphics to be improved	1	(25%)	
3	I want it to be fully 3D	1	(25%)	
others				vote
Total votes:	4			

BGM related 👱

Ranking Options	Number of v	otes Percentag	e of votes	ı
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Mission51 •	1 I want it to be an arrangement of the original (Front Mission for Super Nintendo) version.							
pilog	others							
thers • 💆	Total votes: 1							
st of parts available	Total votes. 1							
N <u>otes</u>	Media Relations 💆							
T <u>ips and tricks</u>	Ranking Options Number of votes Percentage of votes							
20.5	 							
inks 🚣	I want it to be available as a download only software 2 (100%) otes							
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WIN USE CHILDE	Total votes: 2							
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umber of hits 🚄	others 👱							
Currently 2	Ranking Options Number of votes Percentage of votes							
Foday 2	I want a special bonus 1 (100%)							
resterday 0	others vote							
Fotal 258	Total votes: 1							
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016-04-17	View all comments							
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Mission42/figure2 •	<u>Up</u>							
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Mission41/figure •	Tags: + Edit Tags							
Mission38/figure •								
Mission30/figure •								
Mission10A/figure	Q Search "survey" in Wiki							
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<u>ÿ16</u>								
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